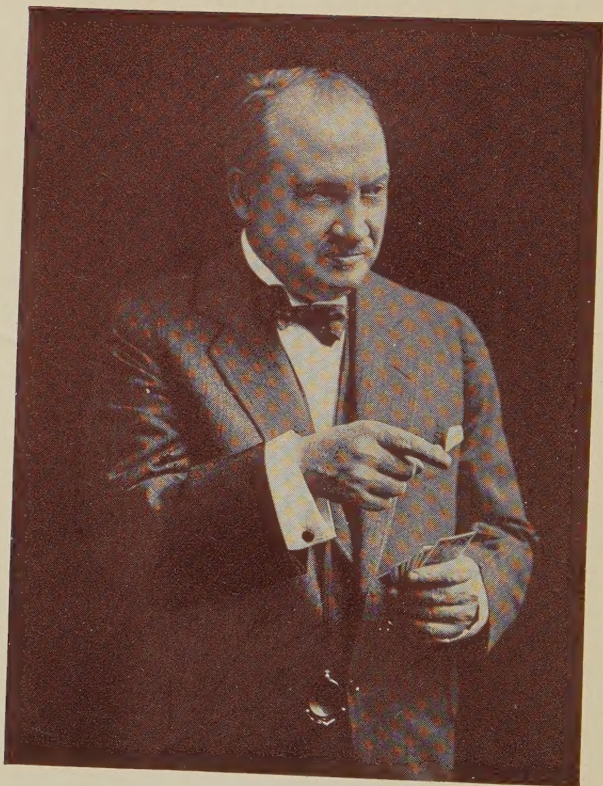


**CONTRACT BRIDGE
STANDARDS**

BOOKS BY WILBUR C. WHITEHEAD

CONTRACT BRIDGE STANDARDS
WHITEHEAD'S DUPLICATE AUCTION BRIDGE
INCLUDING DUPLICATE CONTRACT BRIDGE
WHITEHEAD'S AUCTION BRIDGE FOR BEGINNERS
WHITEHEAD'S COMPLETE AUCTION BRIDGE
AUCTION BRIDGE STANDARDS
AUCTION BRIDGE SUMMARY
AUTHORITATIVE LEADS AND CONVENTIONS OF PLAY



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CONTRACT BRIDGE STANDARDS

BY

WILBUR C. WHITEHEAD

*Chairman, National Championship
Contract Bridge Committee*

WITH AN INTRODUCTION BY
ELY CULBERTSON



WITH ILLUSTRATIVE HANDS
COMPLETELY ANALYZED

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FOREWORD

IN CONTRACT BRIDGE STANDARDS the writer has formulated a complete system of bidding based upon the universal law of averages as applied to card probabilities.

The first advantage of any system so based is that it must of necessity be logical throughout, devoid of all abstract disassociated conventions, and therefore, must be one wherewith the inferences to be drawn from the various bids respond not to any specialized understanding of their precise meaning but to the logic of the situation.

A second advantage is that any such system must be elemental in structure and hence easy to understand and apply, and, *what is of paramount importance to teachers, extremely simple to explain.*

A third advantage is that partners are enabled without the use of any added abstract conventions, to determine within a fraction of a trick the precise Probable Trick value of their twenty-six cards at the best bid—probably the most important single factor of the game.

In connection with the preparation of this book, appreciation is due particularly to Mr. and Mrs. Ely Culbertson for its thorough editing, and also for their many valuable suggestions concerning the three

most outstanding features in the development of bidding methods since the publication of AUCTION BRIDGE STANDARDS, to wit, the modern system of (1) four-card suit bids, (2) approaching or introductory bids, and lastly (3) forcing bids. The chief credit for the introduction and systematic development of these bids is due to Mr. Culbertson.

Great assistance was also given by Colonel Frank A. Cook, of the editorial staff of Auction Bridge Magazine, well known as the editor of the Radio Games and of my Syndicate Articles and also as co-author with me of DUPLICATE AUCTION AND CONTRACT BRIDGE, recently published.

To Commander Winfield Liggett, Jr., I owe sincere thanks for technical assistance during the early stages of the book; for later assistance my thanks are due to Mr. Arthur A. Gelatt, editor of my Studio Lessons in Auction and Contract Bridge by mail.

Finally, the writer takes this occasion to express his gratitude to his friends and associates in the Bridge world, too numerous to mention here, for their services and the interest displayed by them throughout the preparation of the book.

WILBUR C. WHITEHEAD.

INTRODUCTION

Mr. Whitehead's "Auction Bridge Standards", published in 1921, made history in the Bridge world. The principles therein advocated have stood the acid test of years of practical application and to-day are still the rallying point of hundreds of thousands of Bridge enthusiasts.

There is no doubt in my mind that "Contract Standards" will play the same rôle in the rapidly broadening field of Contract. This work marks the first definite step towards the much desired standardization of the theory and practice of this profound game, since the only way in which standardization can be achieved is by determining scientifically the true underlying principles of the game. To-day when the game of Bridge is in a state of transition from Auction to Contract and a player's mind is being assailed with innumerable superficial theories, Mr. Whitehead's book offers a firm anchorage both by the soundness of its fundamentals and by the precision of its practical methods.

Mr. Whitehead and I agree on the paramount importance of "quantity bidding"; in other words, bidding to show, through a precise number of bids, re-bids and raises, not merely the Quick Trick value of allied hands, but the total trick value, which in-

cludes the low cards of both the long and short suits (distributional values). This, the pivotal idea of his book, is brilliantly worked out.

The basic truth of Contract is that any bid is predicated as much upon low-card values as upon high-card values. Certain chapters of the book explain the high-card aspect of the game while others concentrate on the precise delineation and importance of Distributional Values. Thus, this most modern of card games is not merely an affair of "Aces and Kings" but reaches much deeper into the real structure of cards and acquires a strategical interpretation by which the latest methods of showing suit and hand distributions are joined to the primary inferences dealing with high cards.

The vital question of choice when holding an equally good original suit or No Trump bid is well covered in the chapter on Introductory (Approaching) Bids. A decided preference is given to opening suit bids (even with a four-card Minor) rather than to No Trump. Here again the object is to throw out "feelers" and discover partner's distribution before engaging oneself too deeply. I believe that fully one-third of avoidable loss is due to *starting* with a No Trump rather than with a suit bid.

The quest of the "best bid" by partner of the original hand is discussed in the Supporting and Take-Out Bids.

A number of new and highly important bids arose in Contract in addition to the Slam bids. These new bids are grouped in a special chapter under the

heading "Forcing Bids" and are here published for the first time. The underlying theory of all Forcing Bids is based upon the fact that there are thousands of hands in which the player is practically certain of game somewhere but, because holding a choice of two or even three equally possible bids, he does not know which particular one will best fit with partner's distributional hand pattern. Now, if either partner can be sure that the bidding will be kept open, two and sometimes three alternative bids can be offered for choice. There are two characteristic situations where a bid must be interpreted as a forcing bid.

First—Any original two bid in a suit. Although Mr. Whitehead's requirements differ slightly from mine, both spring from the same necessity, namely, to indicate hands so powerful that a one bid would risk greatly being left in, while if the game be blindly bid for, it may be lost because of an undisclosed bad trump distribution.

Second—Any jump Take-Out (not an assist) by Responding Hand, or any jump Re-bid by the Opening Hand, is also a Forcing Bid, so long as the game has not been contracted for.

It follows that the failure of partner to make a forcing bid carries with it a significant inference that his hand contains no additional values. Thus, the intensity of *tone* in bidding—various degrees of strength of combined hands—is regulated through the lever of forcing and non-forcing bids. So that the duet is sung by you and your partner either

“pianissimo” (for partial score) “forte” (for game) or “fortissimo” (for slams).

As an analyst and writer Mr. Whitehead's name is known wherever Bridge is played. The ultimate source of his authority, however, lies in the fact that he is rated among the greatest practical players in the country. CONTRACT BRIDGE STANDARDS therefore reflects the best informed opinion of America and should command the respect due to the author's proven abilities.

ELY CULBERTSON

New York
November, 1928

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CONTRACT BRIDGE STANDARDS

Chapter I

FUNDAMENTALS

The fundamental idea of Contract Bridge is that partners are not entitled to score game or slam premiums unless game or slam is actually contracted for. Whether the game of Contract will continue to be played with the present system of scoring, or whether some better-balanced system of premiums and penalties will be evolved, makes little or no difference in so far as the fundamental idea of Contract is concerned, namely, that the maximum advantages a partnership may derive from a hand should be obtainable *only* by actually bidding for such advantages, and that adequate penalties should be provided for failure to fulfill such contracts.

The scoring rules under the present system are epitomized in the tabulation given on pages 2 and 3 to which quick reference may be had, not only for the scoring of the results of play, but to note the extent to which the bidding may be affected by the difference in the scales of premiums and penalties provided for sides when "Vulnerable" and when "Not Vulnerable."

CONTRACT BRIDGE SCORING

Trick Values (Scored in Trick Score)

Only the point value (undoubled, doubled, or redoubled) of the tricks contracted for is scored in Trick Score. 100 (or more) points so obtained constitute a game. Tricks made over contract (overtricks) are scored at their premium value in Honor Score.

<i>No Trump</i>		♠	or	♥	♦	or	♣
Un-doubled	Re-doubled	Un-doubled	Doubled	Re-doubled	Un-doubled	Doubled	Re-doubled
35	140	30	60	120	20	40	80

Premium and Penalty Values (Scored in Honor Score)

After a side has won a game it becomes **VULNERABLE**. Until then, it is **Not VULNERABLE**. If both sides have won a game, both are **Vulnerable**.

Premium Values for Making Contract

Contract	<i>Not Vulnerable</i>			<i>Vulnerable</i>		
	Undoubled 0	Doubled 50	Redoubled 100	Undoubled 0	Doubled 100	Redoubled 200
Overtrick Premiums (Cumulative) Inclusive of Contract Premiums						
1 Over	50	150	300	50	300	600
2 "	100	250	500	100	500	1000
3 "	150	350	700	150	700	1400
4 "	200	450	900	200	900	1800
5 "	250	550	1100	250	1100	2200
6 "	300	650	1300	300	1300	2600

Undertrick Penalties (Cumulative)

1 Under	50	100	200	100	200	400
2 "	100	200	400	300	600	1200
3 "	150	400	800	500	1000	2000
4 "	200	600	1200	700	1400	2800
5 "	250	1000	2000	900	1800	3600
6 "	300	1400	2800	1100	2200	4400
7 "	350	1800	3600	1300	2600	5200

Premiums for Honors Held

Suit Honors:	Four in one hand; or four in one, and 5th in partner's		100
	Five in one hand		150
No Trump Honors:	Four (Aces) in one hand		150
	All other honor holdings—No premium		

Premiums for Slams Bid and Made

Small Slam:	Not Vulnerable		500	Vulnerable		750
	"		1000	"		1500
Grand Slam:	Slams made but not bid—No premium					

Premiums for Final Game of Rubber

Rubber Game:	A two-game rubber		700	A three-game rubber		500
	A rubber is completed when one side has won two games.					
	If rubber is unfinished, 200 points is added to the honor score of the winners of a game.					

Revoke Penalties (Scored by Non-revoking Side)

First Revoke:	Forfeiture of two tricks (Scored as if won in play)		
Each Subsequent Revoke:	(Scored in Honor Score)		100

The principles governing Contract bidding are fundamentally the same as those governing Auction bidding, plus, in Contract, the necessity of partners' advancing uncontested bidding to game and slam contracts whenever their values held are sufficient to warrant so doing.

While there is every incentive for partners to arrive at a game contract, and while sound overcalls and negative doubles are at all times desirable, there should be no tendency on the part of either partner to advance uncontested bidding on inadequate values, nor against contested bidding, grossly to overbid.

Similarly there can be no sound object in carrying the bidding beyond a game contract unless the values held clearly indicate slam probability.

In conclusion it may be said that the outstanding principle of Contract bidding is, that while the primary objects are first "game" and second "slam," a *probable* game should not be jeopardized for a *possible* Small Slam, and a *probable* Small Slam should not be jeopardized for a *possible* Grand Slam. Nor should even partial scores be recklessly sacrificed in futile attempts towards game contracts.

Chapter II

CARD VALUATION

Since in Contract Bridge, neither games nor slams may be scored unless bid, and since the penalties for overbids are extremely severe, *an exact* and not merely a superficial knowledge of card valuation is of supreme importance in the foundational equipment of every player who expects to play a winning game.

Quick Trick Valuation

Quick Trick valuation is the count of the high-card content of a hand.

One of the important requirements for any original bid (the first or opening bid of a deal) is that the number of tricks probably held by bidder, if hand is played at his own bid, shall include a specific minimum number of High-Card or Quick Tricks to provide adequate support for take-outs or doubles of an opponent's bid by partner. The following table, originated by the writer, gives the Quick Trick values of the various honors and honor combinations under the least favorable condition, to wit, if played against an adverse suit declaration.

QUICK TRICK TABLE

A K Q (or A K Q J) .. $2\frac{1}{2}$	A (or A J x, or A 10 x) 1
A K J (or A K J 10) $2\frac{1}{4}$	K Q..... 1
A K (or A K 10)..... 2	K J 10..... $\frac{3}{4}$
A Q J (or A Q J 10) .. 2	K x (or K J x, or
A Q 10..... $1\frac{1}{2}$	K 10 x)..... $\frac{1}{2}$
A J 10..... $1\frac{1}{2}$	Q J 10 (or Q J x).... $\frac{1}{2}$
K Q J (or K Q J 10) .. $1\frac{1}{2}$	Q 10 x (or Q x x)..... $\frac{1}{4}$
A Q..... $1\frac{1}{4}$	K (alone) or Q x, or
K Q 10..... $1\frac{1}{4}$	J 10 9 x..... 0

Initial Probable Trick Valuation

Initial Probable Trick valuation is the count of the number of tricks the hand is *probably* worth if played at own bid. Therefore Initial Probable Trick valuation is *inclusive* of both high-card and long-card values.

In counting the Probable Trick value of the high cards, those outstanding (if any) must always be assumed to be held by opponents, because if held by partner they form part of *his* bidding values.

In counting the Probable Trick value of the long cards of a suit, such as, for example, the two long cards of a five-card suit, the outstanding eight cards of that suit may be assumed to be distributed 3-3-2, unless, or until, the bidding clearly indicates the contrary.

Thus, when the high-card values held in a suit of five or more cards, or the side high cards held, or both, warrant the assumption that the long cards of the suit may be established as trick winners and thereafter brought in, the two end or long cards of

a five-card suit may be accorded the value of two Probable Tricks, and the three end cards of a six-card suit, three Probable Tricks, etc. The long or end card of a four-card suit may not be valued as a Probable Trick.

The following table, originated by the writer, gives a complete summary of Probable Trick values. It should be clearly understood, however, that this particular table is not to be employed to value hands that contain no suit of greater length than four cards. The method of estimating the probable trick value of hands of this type, either with a four-card suit as trump or at No Trump, is clearly set forth on page 15. Therefore, the tabulation which follows is to be employed specifically to determine the Probable Trick value of hands that contain suits of five or more cards, in which case the Probable Trick value of the side suits of lesser length will be as given in the table.

The importance of precise Probable Trick valuation cannot be overestimated. Not only the initial bid, but each re-bid thereafter, shows partner a definite minimum number of Probable Tricks.

PROBABLE TRICK TABLE

(In Valuing Initial Hand When Holding a Suit of Five or More Cards)

Basis of Valuation: Five-Card Suits—Their average trick value, assuming partner to hold three cards of suit and the outstanding five to be split 3-2 between the opponents. Suits of more than five cards—Add one Probable Trick for each card of suit over five. Side suits of less than five cards—Their average Probable Trick value. (For Probable Trick valuation of *hands* that contain no suit longer than four cards, see Page 15.)

High intermediates, such as Jacks and Tens, singleton Kings, and Queens but once guarded, as well as the long cards of four-card suits are plus values in a hand. These plus values, on the average, are worth about $\frac{1}{5}$ of a trick each. Consequently three plus values may be considered the equivalent of $\frac{1}{2}$ a Probable Trick and five plus values of 1 Probable Trick. The presence or absence of plus values in a hand frequently decides close questions of bidding.

LONG SUIT		SIDE SUITS			
Five-Card Suits		Four-Card	Three-Card	Two-Card	One-Card
AKQJx (5)	} AKQJ ₁₀ (4) } AKQ ₁₀ (3½ +) } AKQx (3)	} AKQJ ₁₀ (3½) } AKJx (2½ +)	} AKQ (3)	} AK (2)	} A (1)
AKQ ₁₀ xx (5)					
AKQxx (5)					
AKJ ₁₀ xx (4½)	} AK ₁₀ xx (2 + +) } AKxx (2 +)	} AKJ ₁₀ (3½) } AKJx (2½ +)	} AKJ (2½)	} AK ₁₀ (2 +) } AKx (2)	} A (1)
AKJxx (4½)					
AK ₁₀ xx (4 +)					
AKxxx (4)	} AQJ ₁₀ (3½) } AQJx (2½ +)	} AQJ ₁₀ (3½) } AQJx (2½ +)	} AQJ (2½)	} AQJ (2½)	} A (1)
AQJ ₁₀ xx (4½)					
AQJxx (4½)					

AQ ₁₀ xxx	(4	AQ ₁₀ xx	(2	AQ ₁₀ x	(2	AQ	(1½	)
AQ _{xxx}	3½	AQ _{xxx}	1½+	AQ _x	1½			
AJ ₁₀ xxx	(3½	AJ ₁₀ xx	(2	AJ ₁₀	(1½	AJ	(1	+
AJ _{xxx}	3	AJ _{xxx}	1½	AJ _x	1			
A ₁₀ xxxx	(3	A ₁₀ xxx	(1	A ₁₀ x	(1	A ₁₀	(1	)
A _{xxxx}	3	A _{xxx}	1+	A _{xx}	1	A _x	(1	)
KQJ ₁₀ xx	(4	KQJ ₁₀ x	(3	KQJ	(2	(KQ	(1	)
KQJ _{xx}	4	KQJ _x	3½+					
KQ ₁₀ xxx	(3½	KQ ₁₀ xx	(2	KQ ₁₀	(1½			
KQ _{xxx}	3½	KQ _{xxx}	1½+	KQ _x	1½			
KJ ₁₀ xxx	(3½	KJ ₁₀ xx	(1½	KJ ₁₀	(1½	KJ	(½	+
KJ _{xxx}	2½	KJ _{xxx}	1	KJ _x	1½			
K ₁₀ xxxx	(2½	K ₁₀ xxx	(½	K ₁₀ x	(½	K ₁₀	(½	)
K _{xxxx}	2½	K _{xxx}	½+	K _{xx}	½	K _x	(½	)
QJ ₁₀ xxx	(3	QJ ₁₀ xx	(1½	QJ ₁₀	(1	QJ	(	++
QJ _{xx}	2½	QJ _{xx}	1+	QJ _x	½			
Q ₁₀ xxxx	(2½	Q ₁₀ xxx	(½	Q ₁₀ x	(½	Q ₁₀	(	++
Q _{xxxx}	2	Q _{xxx}	½	Q _{xx}	½	Q _x	(	++
J ₁₀ xxxx	(2	J ₁₀ xxx	(½	J ₁₀ x	(	J ₁₀	(	+
J _{xxxx}	2	J _{xxx}	½+	J _{xx}	+	J _x	(	+
10xxxxx	(2	10xxxx	(	10xxx	(	10x	(	)
xxxxxx	2	xxxxx	+	xxx	+	xx	(	)

Supporting Probable Trick Valuation

Supporting Probable Trick valuation is the count of the number of tricks a hand is probably worth in support of a bid by partner.

The vital law governing such valuation is that *the Probable Trick supporting value of a hand is, as a rule, double or approximately double the Quick Trick value of its high cards.*

The mathematical basis of this law is easy to understand. Probable Trick valuation, as heretofore explained, includes both high-card and long-card values. As it is practically impossible to definitely assign *supporting* value to high intermediates and long cards, although definitely present, the values of the commanding honors should be doubled, as they actually possess such double value, to wit, their own value as high cards, and their value in promoting the value of lower cards of the suit or of other suits, either in the supporting hand or in hand of partner.

This rule stands as written in estimating the Probable Trick value of a hand in support of a No Trump bid. In support of a suit bid, however, it is subject to the following modifications:

First, only the high-card values in suits other than the suit bid by partner may be doubled; high-card values in partner's suit, namely, the Ace, King or Queen (not Jack) are each accorded the value of one trick.

Second, only first and second round high-card values may be doubled. Third round high-card

values, such as Queens twice guarded, while counted in support of a No Trump bid, are not counted in support of a suit bid unless held in the suit bid by partner.

Third, only the single value of the high cards may be counted when partner has bid two suits or has made a pre-emptive bid. A tabulation of the foregoing follows:

TABLE OF SUPPORTING VALUES

SUIT BID BY PARTNER

*Probable
Tricks*

Ace, King, or Queen, with one or more cards of suit: Each honor counts..... 1

Four or more cards headed by Jack or lower: Count worth..... 1

Four or more cards of trump suit headed by Ace, King or Queen have an additional $\frac{1}{2}$ trick value when hand contains an unattached side $\frac{1}{2}$ trick.

SIDE SUITS. Count Double Value (see note below).

Ace-King (AK): Count worth	4
Ace-Queen (AQ): Count worth	$2\frac{1}{2}$
Ace (A): Count worth	2
King-Queen (KQ): Count worth	2
King, guarded (Kx): Count worth	1

In support of a pre-emptive bid, or of a two-suited hand, the doubling rule does not apply; in support of a No Trump bid, the doubling rule applies to all high-card values.

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ABILITY (sufficient trump length) TO RUFF.

Void Suit (first, second and third round) $2\frac{1}{2}$

Singleton (second and third round)..... $1\frac{1}{2}$

Doubleton (third round)..... $\frac{1}{2}$

The following examples illustrate the application of the foregoing rule in computing the Probable Trick value of a hand in support of a suit bid by partner. Attention is again drawn to the fact that, to be counted as a biddable value, a $\frac{1}{2}$ trick in the hand must be accompanied by another $\frac{1}{2}$ trick. Also, that a Queen has no supporting value unless of the trump suit.

Q.T.	Heart Support	P.T.
	♠ 6 3	$\frac{1}{2}$
$\frac{1}{4}$	♥ Q 9 4	1
$\frac{1}{4}$	♦ Q 4 3 2	—
1	♣ K Q 8 7	2
$1\frac{1}{2}$		$3\frac{1}{2}$

Q.T.	Heart Support	P.T.
	♠ 6 3	$\frac{1}{2}$
$\frac{1}{4}$	♥ Q 9 4 2	$1\frac{1}{2}$
$\frac{1}{4}$	♦ Q 4 3	
1	♣ K Q 8 7	2
$1\frac{1}{2}$		4

Q.T.	Spade Support	P.T.
$\frac{1}{2}$	♠ Q J 3 2	$1\frac{1}{2}$
	♥ 3	$1\frac{1}{2}$
$\frac{1}{4}$	♦ Q 8 2	
$\frac{1}{4}$	♣ Q J 8 3 2	
1		3

Q.T.	Spade Support	P.T.
1	♠ K Q 7 3	$2\frac{1}{2}$
	♥ 3	$1\frac{1}{2}$
$\frac{1}{4}$	♦ Q 8 2	
$\frac{1}{2}$	♣ K J 8 3 2	1
$1\frac{3}{4}$		5

Reduction of Excess Supporting Valuation

As double valuation of high cards is an integral part of supporting valuation, and as there must be a limit to double valuation, and, further, as this limit is normally six Probable Tricks, it follows that supporting values above six so obtained must be reduced. A simple rule for the reduction of excess supporting value is to divide the overage of six by two and add the result to six, in accordance with the following valuation.

<i>Total Supporting Tricks</i>	<i>Equation For Reduction</i>	<i>Actual Supporting Tricks</i>
7	$6 + (1 \div 2) =$	$6\frac{1}{2}$
8	$6 + (2 \div 2) =$	7
9	$6 + (3 \div 2) =$	$7\frac{1}{2}$
10	$6 + (4 \div 2) =$	8
11	$6 + (5 \div 2) =$	$8\frac{1}{2}$
12	$6 + (6 \div 2) =$	9

The following examples illustrate the application of the foregoing rule:

<i>Q.T.</i>	<i>Diamond Support</i>	<i>P.T.</i>
	♠—	$2\frac{1}{2}$
1	♥A 3	$2\frac{1}{2}$
	♦J 10 7 6 5 2	1
1	♣A 9 8 7 6	2
2	$6 + (2 \div 2) = 7$	8

<i>Q.T.</i>	<i>Diamond Support</i>	<i>P.T.</i>
	♠4	$1\frac{1}{2}$
1	♥K Q 5	2
$\frac{1}{2}$	♦K 10 8 5	$1\frac{1}{2}$
2	♣A K 7 6 4	4
$3\frac{1}{2}$	$6 + (4 \div 2) = 8$	10

In the first of the two example hands on the preceding page, 8 is the apparent number of supporting tricks, while 7 is the actual number. In the second example, 10 is the apparent number, and 8 the actual number.

The Promotional Value of High Cards

Distribution is at all times an important factor in what proves to be the actual trick-taking value of two hands at their best bid. Almost invariably the combined hands of a partnership contain a variable percentage of promotional and distributional trick values, which, *although intrinsically in the two hands*, may or may not be biddable by either partner.

Exhaustive research by the writer, however, developed the fact that the unbiddable trick values in a hand adhere closely to a definite mathematical ratio (applied to the high cards) of two Probable Tricks for each Quick Trick. In confirmation of this, the appended table, compiled by Dr. John O. Murrin, Atchison, Kansas, from all of the Radio Games of 1925, 1926 and 1927, will be found most interesting.

TABULATION OF FIFTY RADIO GAMES

DECLARER					
<i>Games</i>	<i>Suit or No Trump</i>	<i>Aces and Kings Held</i>	<i>Tricks Won</i>	<i>Tricks Won Com- pared to Double Number of Aces and Kings</i>	<i>Average Number Tricks Won Per Ace or King</i>
33	Suit	165	347	17 More	2.13
17	N.T.	86	161	11 Less	1.872
50	Both	251	508	6 More	2.023
ADVERSARIES					
<i>Games</i>	<i>Suit or No Trump</i>	<i>Aces and Kings Held</i>	<i>Tricks Won</i>	<i>Tricks Won Com- pared to Number of Aces and Kings</i>	<i>Average Number Tricks Won Per Ace or King</i>
33	Suit	99	82	17 Less	.828
17	N.T.	50	60	10 More	1.2
50	Both	149	142	7 Less	.953

Probable Trick Valuation of Four-Card Suit Hands

As the 4-3-3-3 distribution obviously contains no distributional value, i.e., "ability to ruff" the first, second or third round of a suit and as the 4-4-3-2 distribution contains at best but one, to wit, the possible ability to trump the third round of the doubleton suit, and as neither contains any *probable* promotional values, i.e., in the shape of probably establishable long-card tricks, it should be obvious that the promotional value of the high cards of such distributions must be directed more towards the establishment of lower values in partner's hand, than in own hand.

To illustrate, take the following two hands: Hand Number 1 shows the application of the indirect (or doubling) method of Probable Trick valuation, and Hand Number 2 the direct method, i.e., the *direct* application of the promotional values of the high cards to the long cards in *own* hand.

No. 1. DEALER

Q.T.	One Spade	P.T.
I	♠ K Q 9 7	
I	♥ A 10 3	
½	♦ K 8 3 2	
	♣ 9 8	
2½	2½ * 2½ =	5

No. 2. DEALER

Q.T.	One Spade	P.T.
I	♠ K Q 9 7 2	3½
I	♥ A 10 3	I
½	♦ K 8 3	½
	♣ 9 8	
2½		5

Promotional Limitation of High Cards

The promotional power of high cards to each other, or to the establishment of lower cards of suit, or of other suits, must necessarily have some definite limitation. Some years ago, in Auction Bridge Standards, the writer stated that, as a rule, 4 odd, or 10 tricks, is the "dead line" of development of the trick-taking possibilities of the twenty-six cards held by a partnership.

Further research only served to confirm this to be the rule in regard to the promotional limit of the High-Card (Quick Trick) values in two hands. When this limit is reached, i.e., the double of 5 Quick Tricks, the Quick Tricks held *in excess* of 5 can be counted at their single value only.

The Promotional Limitation of High Cards in Two Hands

To make this perfectly clear, let us observe the following tabulation which carries the number of Quick Tricks which may be held in two hands up to $8\frac{1}{2}$, the *average* number (roughly) of Quick Tricks per deal. This tabulation starts with a minimum of $3\frac{1}{2}$ Quick Tricks in two hands, of which 2 are assumed to be in the hand of the initial bidder and $1\frac{1}{2}$ (the average expectancy of *high card* support) in hand of partner. This is the *least* number of Quick Tricks, so distributed, that will *average* to produce 7 Probable Tricks, the number necessary to fulfill a contract of one odd.

<i>Total Quick Tricks In Two Hands</i>	<i>Their Probable Promotional Value</i>	<i>Total Probable Tricks In the Two Hands</i>
$3\frac{1}{2}$	+ (plus) $3\frac{1}{2}$	= (equals) 7
4	" 4	" 8
$4\frac{1}{2}$	" $4\frac{1}{2}$	" 9
5	" 5	" 10
$5\frac{1}{2}$	" 5	" $10\frac{1}{2}$
6	" 5	" 11
$6\frac{1}{2}$	" 5	" $11\frac{1}{2}$
7	" 5	" 12
$7\frac{1}{2}$	" 5	" $12\frac{1}{2}$
8	" 5	" 13
$8\frac{1}{2}$	" 5	" $13\frac{1}{2}$

The Promotional Limitation of High Cards in One Hand

Having defined the promotional limitation of High Cards in two hands, the next step is to define their promotional limitation in *one* hand. Theoretically, this limit should be $2\frac{1}{2}$ Promotional Values; practically, it is 3. This means that, of the Quick Tricks that may be held in one hand, but 3 (or less) may be doubled to obtain their Probable Trick values; counting the single value only of those held in *excess* of 3.

The following tabulation of the Probable Trick value of Quick Tricks in *one* hand, starts with 2 Quick Tricks, the least number required for an original bid, and ends with 10 Quick Tricks, the greatest number that can be held.

<i>Quick Tricks In One Hand</i>		<i>Their Probable Promotional Values</i>		<i>Probable Tricks In One Hand</i>
2	+	(plus) 2	= (equals)	4
2½		" 2½	"	5
3		" 3	"	6
3½		" 3	"	6½
4		" 3	"	7
4½		" 3	"	7½
5		" 3	"	8
5½		" 3	"	8½
6		" 3	"	9
6½		" 3	"	9½
7		" 3	"	10
7½		" 3	"	10½
8		" 3	"	11
8½		" 3	"	11½
9		" 3	"	12
9½		" 3	"	12½
10		" 3	"	13

Rule of Double Valuation

Reduced to its simplest form, the "Rule of Double Valuation" to determine the Probable Trick value of High Cards is as follows:

1. Applied to Quick Tricks in One Hand:

If 3 or less: Double the Quick Trick values

If more than 3: Add 3 to the number held

2. Applied to Quick Tricks in Two Hands:

If 5 or less: Double the Quick Trick values

If more than 5: Add 5 to the number held

To illustrate the application of the above rules of valuation, let us take the following partnership holding:

SOUTH (DEALER)

Q.T.	<i>Two No Trumps</i>	P.T.
1¼	♠ A Q 2	
1½	♥ A Q 10 3	
½	♦ K 10 5	
1¼	♣ A Q 6	
4½	4½ + 3 =	7½

NORTH (PARTNER)

Q.T.	<i>Three No Trumps</i>	P.T.
	♠ 9 8	
½	♥ K 7 5	
½	♦ Q J 9 2	
½	♣ K 9 6 4	
1½	1½ + 1½ =	3

It will be noted that South, holding *more* than 3 Quick Tricks, adds to the number held (4½), the constant of 3 Promotional Values, to obtain the Probable Trick value of his holding at his own bid or in support of a bid by partner. Whereas, North, holding *less* than 3 Quick Tricks, to obtain the Probable Trick value of his holding, doubles its Quick Trick value, or, in other words, adds to the number of Quick Tricks held the same number of Promotional Values.

It will also be noted that the combined hands contain 6 Quick Tricks to which, to obtain their Probable Trick value, must be added the constant of 5; 6 + 5 = 11 Probable Tricks; a closer estimation of the Probable Trick values of the

two hands than that obtained by valuing the two hands separately, the result differing, however, by only $\frac{1}{2}$ Probable Trick.

The Exhibit Deal charted on page 22, together with the notes on page 23, explains in detail the analyzation of deals and hands. A study of this will be of great assistance in reading the Example Deals which illustrate the various chapters.

KEY TO EXHIBIT DEAL

In charting, or in other words analyzing an example deal pattern, the orderly procedure is as follows:

1. Chart the individual holdings of South, West, North and East, commencing with South, who is always the Dealer.
2. Chart the individual Hand Patterns, i.e., distributions of the hands of the four players in the order above named.
3. Chart the Suit Patterns, i.e., distributions of the four suits among the four players, dividing such distributions into two groups; the first group showing the holding of the side with the greater number of cards of the suit, and the second, the split of the remainders held by the other partnership.
4. Chart the percentage of symmetry of suit and hand distributions. If all four suits check with all four hands, chart 100%; if two suits check with two hands, 50%; and if but one suit and one hand check, 25%.
5. Chart the number of Quick Tricks held (a) individually, (b) by the two partnerships and (c) by all four players.
6. Chart the bidding procedure of the four players, commencing with South (Dealer) and insert (parenthetically) after each bid or double the *minimum* number of tricks required for and thus shown by such bid or double. The minimum number of Quick Tricks that may be required in each case can be assumed to be held.
7. Chart the number of Probable Tricks (individually) held at own or in support of partner's declaration if either has declared, and summarize the total partnership holding.
8. Chart finally, the Declarer, the contract, the initial lead and the number of tricks actually made by the Declarer.

There are some other markings on the chart opposite that should be noted, to wit:

- (a) That West's negative double showed but 5 of the 6 Probable Tricks actually held, assuming his tentative estimation ($3 + 3 = 6$) actually to obtain.
- (b) That had West revalued his hand in support of a possible Spade response by East (in the present instance shut out by North's jump assist) he would have found it to agree within $\frac{1}{2}$ trick of his tentative estimate.

In conclusion, each chart should contain whatever other notations may be needed for full clarification.

EXHIBIT DEAL

Hand Patterns	
Individual Holdings	
S.	5-4-2-2
W.	4-4-3-2
N.	4-4-4-1
E.	4-4-3-2

Q.T.	NORTH	P.T.
1/4	♠ 4	1 1/2
	♥ Q 6 4 3	1 1/2
1	♦ 10 9 7 4	2
	♣ A J 9 3	5
1 1/4		
Heart Support		

Suit Patterns	
Partnership Holdings	
♠ 4-4:	4-1
♥ 5-4:	2-2
♦ 4-3:	4-2
♣ 4-3:	4-2

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
1/2	♠ K 10 9 2	1 1/2	Quick Tricks	1/2	♠ Q J 8 5	
	♥ 9 7	1/2	7 1/2		♥ J 10	
2	♦ A Q J 2	2 1/2	Symmetry	1/2	♦ K 8 3	
1/2	♣ K 10 2	1	100%	1/4	♣ Q 8 5 4	
3	(3 + 3 = 6)	5 1/2		1 1/4	1 1/4 + 1 1/4 = 2 1/2	
Spade Support (Not Given)				Spade Response (Not Given)		

Summary			
Q.T.	N. & S.	P.T.	
1 1/4	North	5	
3	South	5	
4 1/4		10	
Four Hearts			

Q.T.	SOUTH	P.T.
1	♠ A 7 6 3	1
2	♥ A K 8 5 2	4
	♦ 6 5	
	♣ 7 6	
3		5
Original 1 Heart		

Summary			
Q.T.	E. & W.	P.T.	
1 1/4	East	2 1/2	
3	West	5 1/2	
4 1/4		8	
3 Spades (Not Played)			

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	4 Hearts (5)	
West	Double (5)	Pass	
North	3 Hearts (5)	Pass	
East	Pass	Pass	
Dealer: S. Declarer: S. Contract: 4 ♥. Lead: ♥ 9. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	Pass	
West	Double (5)	Pass	
North	3 Hearts (5)		
East	Pass		
Dealer: S. Declarer: S. Contract: 3 ♥. Lead: ♥ 9. Result: 10 tricks			

Chapter III

BIDDING VALUATION

The Application of Card Valuation to Bidding Valuation

The fundamental equipment necessary for every Contract player, is, first, a thorough knowledge of card valuation as given in Chapter II, and second, an equally thorough knowledge as to the exact values that are required for and, therefore, invariably shown by, the various bids and doubles, as will hereafter be specifically set forth.

Practically all games in the early stages of their development were built more upon fallacies than upon facts. It is for this reason that to improve the game of old time players, it takes more time to "un-larn 'em" than to "larn 'em." One of the many fallacies we have to contend with in the present state of Contract development is the idea that Contract requires higher bidding minimums than Auction.

Nothing can be further from the truth. Basically, both games are identical. In both games there are thirteen tricks to be accounted for, of which nine are

required to go game at No Trump, ten at Spades and Hearts, and eleven at Diamonds and Clubs. Therefore, basically, the mathematics that apply in one game *must* apply in both; or, as Shakespeare says in the *Comedy of Errors*, "not one before another but both together."

What gave birth to the fallacy that higher minimums are required for Contract is easily explainable. In taking up Contract, players generally were infected with the belief that when their partners made a bid, they were expected "to keep the bidding open" with little or no regard as to what might be needed to extend this "courtesy" to partner. It was only natural, therefore, that the result of "courtesy raises" should create a second belief, to wit, that greater strength should be required to open the bidding in Contract than in Auction.

Nor has the gradual disillusionment of players generally in respect to "courtesy raises" done more than slightly mitigate this evil. Few players have any real conception of how to value a hand in support of a bid by partner; nor of how many Probable Tricks, *as a minimum*, are shown by a partner's bid; and therefore, of how many Probable Tricks, *as a minimum*, are required to assist such bid.

Normal bidding is not possible until players know *something* about assisting requirements. When they have this knowledge, they can then safely adopt the practice followed to-day by practically all experts, of *not* requiring higher minimums at Contract than at Auction.

In addition to being a sound start towards a possible offense, a minimum original bid is also a sound start towards a possible defense not only in blocking, possibly, the opponents from arriving at their best bid, but also in directing a lead in case the opponent on left wins the declaration.

To pass a minimum bid in Contract always risks the opening of the bidding by the opponent on left, either with a high initial bid, or with a low initial bid which his partner may advance to such a high figure that the minimum bid, initially passed, cannot then be shown without risk of heavy loss. To illustrate this point, take the following hand:

<i>Q.T.</i>		<i>P.T.</i>
	♠ 5 3 2	
	♥ 9 4 3	
I	♦ A 5	I
1¼	♣ K Q 10 8 3	3½
2¼		4½

This actual hand was passed originally by Dealer; Second Hand bid two No Trumps; Third Hand passed, and Fourth Hand bid three No Trumps, concluding the bidding. Dealer's partner opened by leading a small card of his own long suit, Spades,

and Second Hand made four odd at No Trump; whereas, had Dealer bid one Club originally (a sound minimum bid in his position) only two odd could have been made with a Club opening, and opponents could not have gone game had they bid a suit instead of No Trump over the initial Club.

No unjustifiable loss should result from making sound minimum bids, and grave loss (offensively or defensively) may ensue from failure to make them. Where any serious loss does ensue, it arises, not because of the minimum bid, but because of an unsound assist by partner, who either does not know the assisting requirements or unjustifiably assumes that the initial bidder holds more than the required minimum.

Granted a knowledge of Quick and Probable Trick valuation, as explained in Chapter II, the next step is a knowledge of the minimum number of these values mathematically required for the various bids and doubles. While these minimums are hereafter specifically set forth, a clear understanding of them necessitates explaining:

The Mathematical Basis of an Original One Bid by Dealer, or Second Hand

The minimum requirement for an original one bid of a suit or a No Trump is FOUR PROBABLE TRICKS either (a) at own bid, or (b) in support of a bid by partner. Consequently, to provide for this latter contingency, the FOUR PROBABLE TRICKS must include at

least **TWO QUICK TRICKS**. The factors that determine this minimum requirement are:

1. A bid of one is an offer to contract to win **SEVEN TRICKS**.

2. An original one bid may justifiably include, and thus must always be assumed *to* include, the "average expectancy of support" in hand of partner.

3. "Average expectancy" is a fourth part of the thirteen tricks to be accounted for, and thus is roughly **THREE TRICKS**.

4. Therefore, bidder must hold at own bid the probability of at least **FOUR TRICKS**.

5. Original bidder should also hold the probability of **FOUR TRICKS** in support of a bid by partner.

6. The least number of Quick Tricks that will average to provide four Probable Supporting Tricks is **TWO QUICK TRICKS**.

7. Therefore, the minimum mathematical requirement for an original one bid by Dealer or Second Hand is **FOUR PROBABLE TRICKS** inclusive of at least **TWO QUICK TRICKS**.

Probable and Quick Trick Minimums Original Hand

Having determined the basic requirements for an original one bid by Dealer or Second Hand, it becomes comparatively simple to determine the basic requirements for the remaining original bids. While the additional factors that enter into their determination will be given in succeeding chapters, a brief tabulation is given here for quick reference.

ORIGINAL ONE BIDS (SUIT OR NO TRUMP)

<i>Made by</i>		<i>Probable Tricks</i>		<i>Quick Tricks</i>
Dealer	show	4	inclusive of	2
Second Hand	"	4	" "	2
Third Hand	"	5	" "	2½ to 3
Fourth Hand	"	6	" "	3 to 3½

Original Major or Minor one bids by Dealer or Second Hand show the required values in one or more suits; No Trump bids, in three or more suits, or in two suits with a third suit protected.

Original Major or Minor bids by Third or Fourth Hand show the required values in two or more suits, the lesser number if in more than two; No Trump bids show the lesser number with at least three suits protected.

ORIGINAL TWO BIDS (SUIT OR NO TRUMP)

<i>Made in</i>	<i>Probable Tricks</i>	<i>Quick Tricks</i>
Any position show	7	inclusive of 3½ to 4

Original Major or Minor two bids show the required values distributed in three or more suits, or (after second suit is shown) in two strong biddable suits; Original two No Trump bids show the required values in four protected suits, three of which are doubly protected.

ORIGINAL THREE BIDS (NO TRUMP)

<i>Made in</i>	<i>Probable Tricks</i>	<i>Quick Tricks</i>
Any position show	8	inclusive of 4½ to 5

Original three no Trump bids show all four suits doubly protected.

30 CONTRACT BRIDGE STANDARDS

ORIGINAL, THREE, FOUR AND FIVE BIDS (SUITS)

<i>Pre-emptive</i>		<i>Probable Tricks</i>		<i>Quick Tricks</i>
Three Bids	show	7	inclusive of	2 or more
Four Bids	"	8	"	" 2 or more
Five Bids	"	9	"	" 2 or more

Original pre-emptive suit bids of three or more show the required high-card values massed wholly or principally in one long suit, the high-card values required depending upon the length of the suit and the position in which the bid is made. Original pre-emptive Minor bids should not be made with less than an 8-Trick hand.

The minimum requirements for pre-emptive bids, while frequently slightly shaded when *not* vulnerable, should not be shaded when vulnerable.

Probable Trick Minimums Assisting Hand

The following tabulations give for quick reference the minimum of Probable Tricks required to assist once (raise one trick) the various original bids and unassisted re-bids. As original bids of three No Trumps, four in Major suits, or five in Minor suits are game contracts, the assisting minimums for such bids are not given here. The requirements for carrying bids beyond a game contract will be discussed in later chapters.

TO ASSIST AN ORIGINAL ONE BID

<i>Made by</i>		<i>Probable Tricks Initial Hand</i>		<i>Probable Tricks Assisting Hand</i>
Dealer	showing	4	requires	4
Second Hand	"	4	"	4
Third Hand	"	5	"	3
Fourth Hand	"	6	"	3 *

* As an immediate assist should not be given unless holding at least three Probable Tricks (the average expectancy of support) partner of an original Fourth Hand bidder holds either two assists or none. (See page 38.)

TO ASSIST AN ORIGINAL TWO BID

<i>Made in</i>	<i>Probable Tricks Initial Hand</i>		<i>Probable Tricks Assisting Hand</i>
Any position showing	7 or more	requires	1

As an original two bid is more often than not made with more than seven Probable Tricks, such bid is an imperative demand for an assist or take-out by partner, if holding one Probable Trick for an assist or two Probable Tricks for a take-out.

TO ASSIST AN ORIGINAL SUIT BID OF THREE OR FOUR

<i>Pre-emptive Original</i>	<i>Probable Tricks Initial Hand</i>		<i>Probable Tricks Assisting Hand</i>
Major Three Bid showing	7	requires	3
Minor Four Bid	8	"	3

Original three bids in Majors and four bids in Minors can frequently be raised to a game contract with but two Probable Tricks in the assisting hand as, with *less* than three supporting tricks in the hand, the opponents should hold a game hand between them.

TO ASSIST AN UNASSISTED RE-BID

<i>Unassisted Re-bid of</i>	<i>Probable Tricks Initial Hand</i>		<i>Probable Tricks Assisting Hand</i>
Two showing	6	requires	3
Three “	8	“	2
Four “	10	“	1

An unassisted re-bid shows a minimum of six Probable Tricks and each successive unassisted re-bid two additional Probable Tricks.

DEFENSIVE BIDS (SUITS)

Overcalls of Adverse Suit Bids

<i>Defensive</i>		<i>Probable Tricks</i>		<i>Quick Tricks</i>
One Bids	show	3½ to 4	inclusive of	1½ or more
Two Bids	show	4½ to 5	inclusive of	1½ or more

The requirements for assisting a defensive bid are the same as those for assisting an original one bid by Dealer or Second Hand.

Chapter IV

ORIGINAL ONE BIDS OF FIVE OR MORE CARD SUITS

BY DEALER OR SECOND HAND

The minimum requirements for original suit bids of one by Dealer or Second Hand are as follows:

A. *If suit is headed by at least one Quick Trick (the Ace or the King-Queen):* FOUR PROBABLE TRICKS inclusive of at least two QUICK TRICKS. To illustrate (Q.T.—Quick Tricks; P.T.—Probable Tricks):

Q.T.	One Diamond	P.T.
2	♠ J 7 4 2	4
	♥ 10 8 2	
	♦ A K 10 4 2	
	♣ Q	
2		4

Q.T.	One Spade	P.T.
1	♠ K Q 8 6 3	3½
½	♥ K 7 6	½
½	♦ 3 2	½
	♣ K 5 3	
2		4½

It should be carefully noted, however, that to be bid originally a five or more card suit headed by A Q J should be accompanied by at least a side ½ Quick Trick; also a five or more card suit headed

by A J 10 should be accompanied by at least $\frac{3}{4}$ of a side Quick Trick; as should partner hold the missing high honor or honors, he will inevitably place original bidder with at least such side strength.

B. *If suit is headed by less than one Quick Trick:*
FIVE PROBABLE TRICKS inclusive of sufficient side Quick Tricks in two or more side suits to bring the hand to a total of at least TWO AND ONE-HALF QUICK TRICKS. To illustrate:

Q.T.	One Heart	P.T.
1	♠ A 10 4 6	1
$\frac{1}{2}$	♥ Q J 10 7 2	3
1	♦ A 2	1
	♣ 10 7	
$2\frac{1}{2}$		5

Q.T.	One Heart	P.T.
	♠ 6	
$\frac{3}{4}$	♥ K J 10 8 6	$3\frac{1}{2}$
$\frac{1}{2}$	♦ K 10 6 5	$\frac{1}{2}$
$1\frac{1}{4}$	♣ A Q 4	$1\frac{1}{2}$
$2\frac{1}{2}$		$5\frac{1}{2}$

Q.T.	One Heart	P.T.
1	♠ K Q 2	$1\frac{1}{2}$
$\frac{1}{4}$	♥ Q 10 9 6 4	$2\frac{1}{2}$
$1\frac{1}{4}$	♦ A Q 3	$1\frac{1}{2}$
	♣ 9 7	
$2\frac{1}{2}$		$5\frac{1}{2}$

Q.T.	One Heart	P.T.
$1\frac{1}{4}$	♠ A Q 4	$1\frac{1}{2}$
	♥ J 10 7 4 3 2	3
$1\frac{1}{4}$	♦ A Q 6	$1\frac{1}{2}$
	♣ 4	
$2\frac{1}{2}$		6

Development Through Assists

Following an original one bid, the assisting hand may increase the contract one trick for each Probable Trick held in *excess* of the *average* support of THREE Probable Tricks, together with at least *normal expectancy*, to wit, three cards of suit bid.

Following an assist, the original bidder may increase the contract one trick for each Probable Trick held in *excess* of the FOUR Probable Tricks shown by his original bid.

Either hand may give the total number of assists or re-bids held at once, or one at a time as the situation may demand.

Development Through Unassisted Re-bids

An unassisted re-bid of a suit shows: first, six Probable Tricks, two more than shown originally; second, that the suit named is of more than ordinary top strength or length; third, that the Probable Trick strength of the hand, being massed wholly or principally in the suit named, is sufficient to warrant an assist by partner with but average expectancy (three Probable Tricks) or less, and if necessary with but two cards of suit named.

(For tabulation of requirements for unassisted re-bids and their assists, see Chapter III, Page 30.)

The hope that partner may be able to assist "next time," or that a re-bid may possibly secure the contract, is the cause of a great deal of unsound re-

bidding—unsound not so much because bidder's Probable Trick strength may fall slightly below the required minimum of six, but because of insufficient top strength and length in the suit named. The unassisted re-bid of suits that lack more than ordinary top strength or length risks finding opponents with sufficient top strength or length in the suit re-bid to double positively, abandoning their own efforts to secure the contract in order to collect an obviously worth-while penalty. Thus, the prime requisite for an unassisted re-bid is a suit of sufficient length and strength to *insure against* the possibility of inviting an obvious positive double.

Development Through Negative Doubles In Lieu of Re-bids

A negative double of an adverse bid in lieu of an unassisted re-bid of own suit shows: first, that the hand contains six Probable Tricks, inclusive of at least two and one-half to three Quick Tricks; second, that the suit originally bid is not of more than ordinary top strength and may be of but four cards, and thus, third, that the re-bid strength of the hand lies more in short side suits than in the suit originally named.

From the foregoing it becomes clear that a double in lieu of a re-bid is designed to give partner several options which he is expected judiciously to employ in response. Among these options, the more important are:

1. To show *average support* for and *normal expectancy* in the suit originally bid, if such suit is a Major, rather than to show some other suit.

2. To bid another suit or No Trump if holding less than normal expectancy in the suit originally bid, regardless of whether such suit is a Major or a Minor.

3. To bid another suit or No Trump, if able, even though holding normal expectancy in the suit originally bid, if such suit is a Minor.

4. To leave in such double if the top strength or length in the adverse suit doubled warrants the assumption that more is to be gained by collecting an obviously worth-while penalty than can be gained by securing the contract.

An assist or a take-out, forced by a negative double, carries no inference of definite assisting or take-out strength. Consequently, if partner of negative doubler hold a *sound* assist or take-out, he should show it either by a bid of a trick more than necessary or by a subsequent re-bid.

Development Through Take-outs

Take-outs divide into two groups, (a) denial take-outs, and (b) betterment take-outs, both groups having for their object to arrive at the best declaration at which the partnership may reach a game or slam contract. It follows, therefore, that (a) any take-out to a lower ranking declaration or to one of equal game-going rank must be read *primarily* as a

denial of normal expectancy; and that (b) any take-out to a higher-ranking declaration is a tentative offer of a better game-going declaration and thus *not necessarily* a denial of normal expectancy.

In this connection it should again be stated that by normal expectancy is meant three cards of the suit bid, or possibly two to the Ace, or King, or at times to the Queen.

Inasmuch as the preferential game-going order of declarations is, 1, Major suits; 2, No Trump; 3, Minor suits, it follows that the take-out of a Minor suit to No Trump or a Major is in the group of betterment take-outs, while the take-out of a Major to any other declaration is *primarily* in the group of denial take-outs. However, the take-out of a Major may not always be a denial of normal expectancy, but may be a denial of *better* than average support and therefore may indicate a desire to hear further from the initial bidder before granting an assist.

The invariable inference to be drawn from take-outs in Contract is that they are NOT weakness take-outs, *i.e.*, rescue bids. Normally, they show evidence of *at least* average high-card support (to wit, one and one-half Quick Tricks) for a possible further bid by original bidder, and also a minimum of from three and one-half to four Probable Tricks at own bid. Caution, however, should always be exercised in drawing any absolute inference as to the precise Quick and Probable Trick strength shown by a take-out, as the requirements for take-outs vary in dif-

ferent situations, each situation being a separate problem in itself. The one absolute inference to be drawn from any take-out is that it is intended to encourage rather than to discourage further bidding in case the initial bidder holds more than shown by his previous bid.

BY THIRD OR FOURTH HAND

The minimum requirements for original suit bids of one by Third or Fourth Hand are, *for Third Hand*: FIVE PROBABLE TRICKS inclusive of at least TWO AND ONE-HALF TO THREE QUICK TRICKS; and *for Fourth Hand*: SIX PROBABLE TRICKS inclusive of at least THREE TO THREE AND ONE-HALF QUICK TRICKS; the lesser number in each instance when the high-card values are distributed in three or more suits, and the greater number when massed in but two suits. To illustrate:

THIRD HAND

Q.T.	One Spade	P.T.
1½	♠ A Q 10 5 3	4
½	♥ K 10 6 2	½
½	♦ K 5 3	½
	♣ 4	
2½		5

Q.T.	One Spade	P.T.
2	♠ A K 10 5 3	4
1	♥ A 10 6 2	1
	♦ J 5 3	
	♣ 4	
3		5

FOURTH HAND

Q.T.	One Spade	P.T.
1½	♠ A Q 10 5 3	4
1	♥ K Q 6 2	1½
½	♦ K 5 3	½
	♣ 4	
3		6

Q.T.	One Spade	P.T.
2	♠ A K 10 5 3	4
1½	♥ A Q 10 2	2
	♦ J 5 3	
	♣ 4	
3½		6

Development Through Assists

Partner of Third Hand bidder may increase the contract one trick for each Probable Trick held in excess of two, provided he holds at least three cards of suit named or possibly but two to a high honor.

Partner of Fourth Hand bidder may increase the contract one trick for each Probable Trick held in excess of one, but may not give an immediate assist unless holding at least average support, to wit, three Probable Tricks. Thus, partner of Fourth Hand bidder holds either two (or more) assists or none.

Following an assist, the original bidder may increase the contract one trick for each Probable Trick held in excess of the number required for and shown by the original bid.

The total number of assists and re-bids held may be given all at once or one at a time as the situation may demand.

Development Through Unassisted Re-bids

An unassisted re-bid by Third Hand shows but six Probable Tricks, one more than shown by the original bid. Each subsequent unassisted re-bid, however, shows two additional Probable Tricks.

An unassisted re-bid by Fourth Hand shows but six Probable Tricks, the same number shown by the original bid. Each subsequent unassisted re-bid, however, shows two additional Probable Tricks.

Unassisted re-bids of the same suit show that the re-bid strength lies wholly or principally in the suit so re-bid. See Chapter IV, Page 33.

Development Through Negative Doubles In Lieu of Re-bids

A negative double in lieu of a re-bid by Third or Fourth Hand indicates that the re-bid strength is more in short side suits than in the suit bid. For responses to such doubles see Chapter IV, Page 34.

Development Through Take-outs

The development of Third or Fourth Hand bids through take-outs follow the same lines as given in Chapter IV, Page 35, except as they may be affected by the increased strength shown by the original Third or Fourth Hand bid.

DEAL NO. 1

ORIGINAL FIRST HAND ONE MAJOR BID DEVELOPED TO GAME CONTRACT THROUGH ASSIST AND RE-BID

Bidding Minimums: South's original one Heart bid shows partner 4 Probable Tricks at Hearts inclusive of at least 2 Quick Tricks. West's defensive one Spade bid shows 4 Probable Tricks at Spades inclusive of at least $1\frac{1}{2}$ Quick Tricks. North's jump assist to three Hearts shows 5 Probable Supporting Tricks. East passing, South's re-bid to four Hearts shows 5 Probable Tricks, one more than shown by his previous bid.

Salient Points: It will be of interest to note that had North held a stopper in the suit adversely bid, Spades, for example

♠ J 8 7 6 ♥ Q 4 2 ♦ A K 6 ♣ Q 7 5

modern practice would dictate a No Trump take-out with this type of hand rather than a Heart assist even though holding three Hearts headed by the Queen.

What dictates such practice is the fact that a 4—3—3—3 distribution contains no distributional values, i.e., no "ability to ruff" and therefore no greater trick probability at a suit trump than at a No Trump. Consequently with this type of hand the best practice usually is to try for the shorter of the two games, or in other words for a game that requires but three-odd rather than four-odd.

The fact that this is not always the case is here observable, but it is also observable that this is due to South's type of distribution 5—4—2—2 and not to North's. Had South's hand contained but one distributional value instead of two, to wit,

♠ 9 4 3 ♥ A K 10 8 6 ♦ 4 3 ♣ A 8 6

the probable trick contents of the combined hands would be the same either at a suit trump or a No Trump.

Play: West opened with ♠ K and followed with the ♠ Q and then the ♠ A. Trumping the third lead of Spades, South pauses to count the two hands. Assuming the outstanding five Hearts to be split 3—2, he can count but eight sure tricks, five Hearts, two Diamonds and one Club. Therefore, in order to go game, he must find all the "breaks" favorable, to wit, the outstanding six Clubs split 3—3, and the King of Clubs with West. As this proved to be the situation, South made his contract.

DEAL NO. 1

Hand Patterns	
Individual Holdings	
S.	5-4-2-2
W.	4-3-3-3
N.	4-3-3-3
E.	5-3-3-2

Q.T.	NORTH	P.T.
1/4	♠ 8 7 6 5	1
2	♥ Q 4 2	4
1/4	♦ A K 6	
	♣ Q 7 5	
2 1/2		5
Heart Support		

Suit Patterns	
Partnership Holdings	
♠ 4-3: 4-2	
♥ 5-3: 3-2	
♦ 5-3: 3-2	
♣ 4-3: 3-3	

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
2 1/2	♠ A K Q 10		Quick Tricks	1/4	♠ J 4 2	1/2
	♥ 9 7 3		8 3/4		♥ J 5	
1/2	♦ J 8 7		Symmetry		♦ Q 10 9 5 3	
	♣ K J 3		50%		♣ 10 9 2	
3	3 + 3 = 6			1/4	1/4 + 1/4 = 1/2	
Spades (Not Played)				Spade Support (N.P.)		

Summary		
Q.T.	N. & S.	P.T.
2 1/2	North	5
3	South	5
5 1/2		10
Four Hearts		

Q.T.	SOUTH	P.T.
2	♠ 9 3	4
	♥ A K 10 8 6	
1	♦ 4 2	1
	♣ A 8 6 4	
3		5
Original 1 Heart		

Summary		
Q.T.	E. & W.	P.T.
1/4	East	1/2
3	West	6
3 1/4		6 1/2
Spades (Not Played)		

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	4 Hearts (5)	
West	1 Spade (4)	Pass	
North	3 Hearts (5)	Pass	
East	Pass	Pass	
Dealer: S. Declarer: S. Contract: 4 ♥. Lead: ♠ K. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	Pass	
West	1 Spade (4)	Pass	
North	2 Hearts (4)	...	
East	Pass	...	
Dealer: S. Declarer: S. Contract: 2 ♥. Lead: ♠ K. Result: 10 tricks			

DEAL NO. 2

ORIGINAL SECOND HAND ONE MINOR BID DEVELOPED TO GAME CONTRACT THROUGH MAJOR TAKE-OUT

Bidding Minimums: South passing, West's original one Club bid shows partner 4 Probable Tricks inclusive of at least 2 Quick Tricks. North's defensive one Heart bid shows 4 Probable Tricks, inclusive of at least 1½ Quick Tricks. East's one Spade bid shows 3½ to 4 Probable Tricks. South's two Heart assist shows 4 Probable Supporting Tricks. West's two Spade assist shows 4 Probable Supporting Tricks. East's three Spade re-bid shows 5 Probable Tricks. West's four Spade re-assist shows 5 Probable Tricks.

Salient Points: East, with values considerably in excess of the minimum required for a betterment take-out, risks nothing in taking out with a bid of one only, as unless West can offer better than average support both *in* and *for* Spades, East should be content to play the hand, if permitted, at a low contract.

West, although holding better than average support for East's Spade bid, can have no sound reason for showing his excess values unless East, following West's assist, can show better than a minimum take-out.

Play: South opens the ♥3 which East (Declarer) wins with the ♥A. East, pausing to count the two hands, sees that, in order to make his contract, he must obtain at least two discards, or, to put it the other way about, must make, in addition to five Spade tricks and one Heart trick, at least four Club tricks.

Therefore, better to insure the needed four Club tricks, East, after winning the first trick with the ♥A, plays the next eight tricks as follows:

2.	Leads (Own Hand)	♠ A	Plays (Dummy)	♠ 2
3.	" " "	♠ K	" "	♠ 8
4.	" " "	♣ 7	" "	♣ A
5.	" (Dummy)	♣ K	" (Own Hand)	♣ 3
6.	" " "	♣ 2	" " "	♣ J
7.	" (Own Hand)	♠ 4	" (Dummy)	♠ Q
8.	" (Dummy)	♣ Q	" (Own Hand)	♦ 5
9.	" " "	♣ 4	" " "	♦ 6

These eight tricks, plus the ♥A and the remaining Trump, the ♠7, total the ten tricks needed for contract.

DEAL NO. 2

Hand Patterns	
Individual Holdings	
S.	4—4—3—2
W.	5—3—3—2
N.	5—3—3—2
E.	5—4—2—2

Q.T.	NORTH	P.T.
1½	♠ 10 9 4	4
½	♥ K Q J 8 2	½
	♦ K 9 4	
	♣ 10 6	
2		4½
Defensive 1♥ (N.P.)		

Suit Patterns	
Partnership Holdings	
♠	5—3: 3—2
♥	5—4: 2—2
♦	4—3: 3—3
♣	5—2: 4—2

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
¼	♠ Q 8 2	1	10 Symmetry 50%	2¼	♠ A K J 7 3	4¼
	♥ 7 6	½		1	♥ A 9	1
2½	♦ 7 3 2	4			♦ 10 8 6 5	
2¾	♣ A K Q 4 2	5½		3¾	♣ 7 3	5½
Spade Support				Spade Take-out		

Summary			
Q.T.	N. & S.	P.T.	
2	North	4½	
2	South	4	
4		8½	
2 Spades (Not Played)			

Q.T.	SOUTH	P.T.
	♠ 6 5	½
	♥ 10 5 4 3	1
2	♦ A Q J	2½
	♣ J 9 8 5	
2		4
Heart Support (N.P.)		

Summary			
Q.T.	E. & W.	P.T.	
3¼	East	5½	
2¾	West	5½	
6		11	
4 Spades			

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	2 Hearts (4)	Pass
West	1 Club (4)	2 Spades (4)	4 Spades (5)
North	1 Heart (4)	Pass	All pass
East	1 Spade (3½-4)	3 Spades (5)	
Dealer: S. Declarer: E. Contract: 4♠. Lead: ♥ 3. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	2 Hearts (4)	Pass
West	1 Club (4)	2 Spades (4)	
North	1 Heart (4)	Pass	..
East	1 Spade (3½-4)	Pass	
Dealer: S. Declarer: E. Contract: 2♠. Lead: ♥ 3. Result: 10 tricks			

DEAL NO. 3

ORIGINAL THIRD HAND ONE MAJOR BID DEVELOPED THROUGH UNASSISTED RE-BID AND ASSIST

Bidding Minimums: South and West passing, North's original one Spade bid shows partner 5 Probable Tricks inclusive of $2\frac{1}{2}$ to 3 Quick Tricks. East's defensive overcall of two Hearts shows four to five Probable Tricks inclusive of at least $1\frac{1}{2}$ to 2 Quick Tricks. South and West, passing, North's unassisted two Spade re-bid shows 6 Probable Tricks, one more than required for his original bid.

Salient Points: East's defensive overcall of two Hearts has little or no objective with a passing partner other than to indicate the desire to have Hearts led in case South should become the Declarer. South holding 3 Probable Tricks in support of North's Third Hand original bid would have an immediate assist but for lack of average expectancy in North's suit. West with the same number of Probable Tricks in support of East's bid, even though holding normal support for East's suit, must also pass as his values are insufficient for an assist for a defensive bid. North's re-bid of Spades with but 6 Probable Tricks had no other objective than to show five cards of the suit as well as additional strength. Upon this showing of length, South shows 3 Probable Tricks by assisting to three Spades. North, however, with no more tricks than he has already shown, cannot bid for game.

Play: East is in some little difficulty regarding his choice of opening leads. His selection of the $\spadesuit 10$, the top of a worthless doubleton, was because of his holding a sure stopper in the trump suit, which would enable him to shift to another suit before his trumps could be exhausted, should the doubleton lead prove unfortunate.

North wins with the $\spadesuit A$ and proceeds forthwith to make his contract. There is nothing in particular to the play of this hand, as unless the adversaries revoke, North has no chance of making any more than his contract.

DEAL NO. 3

Hand Patterns	
Individual Holdings	
S.	4-4-3-2
W.	4-3-3-3
N.	5-3-3-2
E.	5-3-3-2

Q.T.	NORTH	P.T.
1½	♠ K Q J 10 8 ♥ 8 3 ♦ A K 6 ♣ 5 4 3	4
2		2
3½		6
Original 1 Spade		

Suit Patterns	
Partnership Holdings	
♠	5-2: 3-3
♥	5-3: 3-2
♦	4-3: 4-2
♣	4-3: 3-3

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
¼	♠ 9 4 2 ♥ Q 6 5 ♦ J 9 8 5 ♣ A J 9	1	Quick Tricks 9	1	♠ A 7 5 ♥ A J 10 7 2 ♦ 10 7 ♣ 10 6 2	1
1		2	Symmetry	1½		3½
1¼		3	100%	2½		4½
Heart Support (N.P.)				Defensive 2♥ (N.P.)		

Summary			
Q.T.	N. & S.	P.T.	
3½	North	6	
1¼	South	3	
5¼		9	
3 Spades			

Q.T.	SOUTH	P.T.
½	♠ 6 3 ♥ K 9 4 ♦ Q 4 3 2 ♣ K Q 8 7	1
¼		2
1¼		3
Spade Support		

Summary			
Q.T.	E. & W.	P.T.	
2½	East	4½	
1¼	West	3	
3¾		7½	
Hearts (Not Played)			

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	3 Spades (3)
West	Pass	Pass	Pass
North	1 Spade (5)	2 Spades (6)	Pass
East	2 Hearts (4½-5)	Pass	Pass
Dealer: S. Declarer: N. Contract: 3♠. Lead: ♦ 10. Result: 9 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	Pass	Pass	Pass
North	1 Spade (5)	2 Spades (6)	
East	2 Hearts (4)	Pass	
Dealer: S. Declarer: N. Contract: 3♠. Lead: ♦ 10. Result: 9 tricks			

ORIGINAL FOURTH HAND ONE MINOR BID DEVELOPED
TO GAME CONTRACT THROUGH MINOR TAKE-OUT

Bidding Minimums: East's original one Diamond bid shows Partner 6 Probable Tricks at Diamonds, inclusive of from 3 to $3\frac{1}{2}$ Quick Tricks. West's two Club take-out shows $3\frac{1}{2}$ to 4 Probable Tricks inclusive of at least $1\frac{1}{2}$ Quick Tricks. East's three No Trump take-out shows 6 Probable Tricks; also (assuming Clubs to be doubly stopped in West's hand) all four suits doubly stopped.

Salient Points: East's introductory Diamond bid, instead of a No Trump, was in line with the present-day practice of avoiding immediate No Trump bids if possible, when the hand does not contain at least three cards, or two to the Ace or King (A x or K x) in support of any suit take-out by partner. West's two Club take-out, instead of a two Diamond assist, is to show both high and long-card supporting strength for a No Trump bid by East should Clubs happen to be East's weak suit.

Play: South leads the ♠6. East, reading the lead as South's fourth best card of suit, and employing the Rule of Eleven, sees that the ♠9 in Dummy will hold the trick and thus place him in the desired position to start without delay the establishment of his Diamond suit. Finding the Diamond King in North's hand, East can count his positive tricks as five Diamonds, three Spades, one Heart and one Club, or ten in all. Any additional trick or tricks that East may make must depend upon poor discarding by the adversaries, as the outstanding high cards in Spades and Clubs are so located as to preclude the possibility of a successful finesse.

DEAL NO. 4

Hand Patterns	
Individual Holdings	
S.	6-3-3-1
W.	5-3-3-2
N.	5-4-3-1
E.	5-3-3-2

Q.T.	NORTH	P.T.
	♠ 2	
½	♥ K 8 6 5 3	
½	♦ K 8 6 3	
½	♣ K 5 2	
1½		
No Bid		

Suit Patterns	
Partnership Holdings	
♠ 6-1: 3-3	
♥ 5-3: 3-2	
♦ 5-3: 4-1	
♣ 5-2: 3-3	

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
½	♠ K 9 3		7¼	1	♠ A J 7	1
	♥ 7 3		Symmetry	1	♥ A J 9	1
1¼	♦ J 9 4		100%	1½	♦ A Q 10 5 3	4
	♣ A Q 9 8 4				♣ 6 3	
1¾	1¾ + 1¾ = 3½	3½		3½		6
No Trump Support				Secondary No Trump		

Summary		
Q.T.	N. & S.	P.T.
1½	North	
½	South	
2		
No Bid		

Q.T.	SOUTH	P.T.
¼	♠ Q 10 8 6 5 4	
¼	♥ Q 10 4	
	♦ 7	
	♣ J 10 7	
½		
No Bid		

Summary		
Q.T.	N. & S.	P.T.
3½	East	6
1¾	West	3½
5¼		9½
Three No Trumps		

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	Pass	2 Clubs (3½-4)	Pass
North	Pass	Pass	Pass
East	1 Diamond (6)	3 No Trumps (6)	
Dealer: S. Declarer: E. Contract: 3 N.T. Lead: ♠ 6. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	Pass	1 No Trumps (3)	
North	Pass	Pass	
East	1 Diamond	Pass	
Dealer: S. Declarer: E. Contract: 1 N.T. Lead: ♠ 6. Result: 10 tricks			

Chapter V

ORIGINAL ONE BIDS OF FOUR-CARD SUITS

IN ANY POSITION

Faced by a partner who will not accord an immediate assist with but two cards of suit, four-card suits not only may but should be bid in Contract quite as freely as in Auction.

Four-card suit bids are made for one of two purposes, to give information or to seek information, and, therefore, *as to their objective*, divide into two distinct classifications, to wit:

- (a) *Informative Four-Card Suit Bids*: Those made merely to show partner better than average high-card values massed wholly or principally in the suit named (the minimum number shown depending upon the position in which the bid is made).

For example:

DEALER

DEALER

Q.T.	One Club	P.T.
I	♠ 10 7 6 ♥ A 10 7 3 ♦ 3 2	
1½	♣ A Q 10 2	
2½	2½ + 2½ =	5

Q.T.	One Heart	P.T.
1¼	♠ J 10 4 ♥ K Q 10 3 ♦ A Q 6	
1¼	♣ 7 6 3	
2½	2½ + 2½ =	5

- (b) *Introductory (approaching) Four-Card Suit Bids*: Those made with hands that contain a choice of two or more bids and thus seek information from partner before deciding whether to bid a second suit, assist partner, or bid a No Trump, as the cards held may warrant. For example:

DEALER

DEALER

Q.T.	One Diamond	P.T.
I	♠ A 10 7 2 ♥ K J 9 3 ♦ A J 7 6 ♣ 10	
2½	2½ + 2½ =	5

Q.T.	One Club	P.T.
½	♠ 10 4 2 ♥ K J 9 7 6 ♦ 9 ♣ A K 10 3	
2½	2½ + 2½ =	5

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The following table gives the minimum Quick Trick requirements for original four-card suit bids in the several positions around the table:

QUICK TRICK MINIMUMS ORIGINAL FOUR-CARD SUIT BIDS			
<i>Four-Card Suit Bid</i>	SIDE QUICK TRICKS REQUIRED		
	<i>Second Hand or By Dealer</i>	<i>By Third Hand</i>	<i>By Fourth Hand</i>
AKQx (2½)	0	1	1¼ to 1½
AKJx (2¼)	¼ to ½	1 to 1¼	1½ to 2
AKxx (2)	½	1¼ to 1½	1½ to 2
AQJx (2)	½ to 1	1¼ to 1½	1½ to 2
AQ10x (1½)	1	1½	2
KQJx (1½)	1	1½	2
AJ10x (1½)	1	1½	2
KQ10x (1¼)	1 to 1¼	2 to 2¼	2¼ to 2½
AQxx (1¼)	1 to 1¼	2 to 2¼	2¼ to 2½
AJxx (1)	1¼ to 1½	2¼ to 2½	2½ to 3
KQxx (1)	1¼ to 1½	2¼ to 2½	2½ to 3

With *massed* strength the greater number of side tricks should be held; with *distributed* strength the lesser number.

The development of four-card suit bids through assists, re-bids, take-outs, etc., follow the same principles as set forth for suits of greater length, except as the re-bid of such suit after an assist may be affected by its being one of but four cards. The partner of original bidder, however, should always take into account the possibility that the suit originally named is one of but four cards, and thus regulate his assists and take-outs accordingly.

It is specifically with this possibility in mind that partner of original bidder will or should jump his assist one or more tricks when holding four or more cards of suit named (if the type of hand should so demand), and will take out, if able, when holding less than four. Partner's procedure here, of course, will depend largely upon whether the original bid is in a Major or a Minor suit.

For example, with the first type of hand, partner of the original Heart bidder will probably jump his assist to three Hearts to assure initial bidder not only of the holding of 5 Probable Supporting Tricks but also of more than three cards of suit, in order to encourage initial bidder to advance the bidding to a game contract even though holding but a four-card suit.

With the second type of hand, partner should preferably take out with two No Trumps even though holding three cards of partner's suit.

THREE HEART SUPPORT

Q.T.		P.T.
1½	♠ K 6 ♥ 10 8 5 2	1½
1½	♦ K 10 7 3 ♣ A 9 8	1
1		2
2		5½

TWO NO TRUMP TAKE-OUT

Q.T.		P.T.
1½	♠ K 9 6 ♥ 10 8 5	
1½	♦ K 10 7 3 ♣ A 9 8	
1		
2	2 + 2 =	4

DEAL NO. 5

ORIGINAL INFORMATORY ONE MINOR BID DEVELOPED TO GAME CONTRACT THROUGH PRE-EMPTIVE ASSIST

Bidding Minimums: South's original one Diamond shows partner 4 Probable Tricks. North's pre-emptive assist to five Diamonds shows 7 Probable Supporting Tricks.

Salient Points: The fact that South's high-card values are massed wholly in a suit of but four cards with nothing in side suits other than a few plus values makes the Probable Trick value of South's hand a dubious quantity beyond the single trick value of his high cards, together with an added half Probable Trick in plus values worth on the average but a fifth of a trick each.

North, after reducing his excess supporting values finds the reduced number sufficient to carry South's original bid of one to five, but no more. North's pre-emptive assist shut out East from showing his Major two-suiter. If permitted a cheaper opportunity, he would undoubtedly have shown his Spade, and subsequently his Heart suit, the result of which might have operated to drive North and South out of a sure game with but small compensation in the way of penalties.

Play: West leads the ♠K and then shifts to the ♥2. South sees that he has a sure game provided the outstanding five Clubs are split 3—2 or, if otherwise split, that game can still be made by a "strip" or elimination play; that is, by going up with the ♥A and alternately leading Diamonds and Spades until opponents' Diamonds are exhausted and the Spades are eliminated from his own hand. Following this elimination and two rounds of Clubs, West is marked with the ♣J 8. Consequently, to complete the elimination, South now leads a Heart to strip his two hands of that suit. Whichever opponent holds the King, the coup is effected, as can be seen by so playing out the hand.

DEAL NO. 5

Hand Patterns	
Individual Holdings	
S.	4-4-3-2
W.	4-4-4-1
N.	6-4-2-1
E.	5-5-2-1

Q.T.	NORTH	P.T.
1	♠ 4 ♥ A 6 ♦ J 10 7 5 4 3 ♣ A K Q 5	1½ 2½ 1 4
3½	6 + [3 + 2] = 7½	9
Diamond Support		

Suit Patterns	
Partnership Holdings	
♠	5-4: 3-1
♥	5-4: 2-2
♦	6-4: 2-1
♣	4-4: 4-1

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
1½	♠ K Q 10 3 ♥ 10 9 7 2 ♦ 2 ♣ J 8 6 3	2½ 1½	Quick Tricks 8¾ Symmetry 50%	1 ½	♠ A J 9 7 2 ♥ K J 8 4 3 ♦ 9 6 ♣ 9	3 3 1 6
1½	♠ Support (Shut out)			1½	Spade Bid. (Shut out)	

Summary		
Q.T.	N. & S.	P.T.
3½	North	7½
2½	South	3½
6		11
Five Diamonds		

Q.T.	SOUTH	P.T.
2½	♠ 8 6 5 ♥ Q 5 ♦ A K Q 8 ♣ 10 7 4 2	+ 3+ +
2½	Original 1 Diamond	3½

Summary		
Q.T.	E. & W.	P.T.
1½	East	6
1¼	West	4
2¾		10
Spade Bid. (Shut out)		

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	Pass	
West	Pass	Pass	
North	5 Diamonds (7)		
East	Pass		

Dealer: S. Declarer: S. Contract: 5 ♦. Lead: ♠ K. Result: 11 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	Pass	
West	Pass	Pass	
North	5 Diamonds (7)		
East	Pass		

Dealer: S. Declarer: S. Contract: 5 ♦. Lead: ♠ K. Result: 11 tricks

DEAL NO. 6

ORIGINAL INTRODUCTORY ONE MINOR BID DEVELOPED TO GAME CONTRACT THROUGH NO TRUMP TAKE-OUT

Bidding Minimums: South's one Diamond bid shows partner 4 Probable Tricks. North's No Trump take-out shows $3\frac{1}{2}$ to 4 Probable Tricks. South's secondary two Spade bid shows $6\frac{1}{2}$ to 7 Probable Tricks. North's two No Trump take-out shows a double stopper in the two remaining suits, but not necessarily any greater Probable Trick strength. South's No Trump assist shows 6-7 Probable Tricks and thus sufficient values to carry the bid to a game contract, assuming North to hold no more than the minimum shown by his take-outs.

Salient Points: South, by bidding his Minor suit originally and his Spade suit secondarily conveys clearly to partner his precise type of hand. North, with Hearts and Clubs both doubly stopped, correctly re-bids No Trump in preference to according an assist for South's secondary Spade bid. North's insistence on No Trump enables the two hands to get together at an easy game-going declaration. While game can be made at Spades the chances would be more in favor of its being muffed than made at this declaration.

Play: East has a difficult opening, as his two long suits have been bid adversely by South and his two short suits are marked as being doubly stopped by North. Figuring that his best defense is possibly to open the denied Major suit, East opens his fourth best Spade. West, winning the first trick, returns his fourth best Club. North goes up promptly with the ♣Q, unwilling to have any card lower than the King win, as he naturally desires to start his Spades without delay. So played North makes four odd. Had North let the Club run to East, he would in all probability have made but three odd.

DEAL NO. 6

Hand Patterns	
Individual Holdings	
S.	5-4-3-1
W.	5-4-3-1
N.	4-4-3-2
E.	4-4-3-2

Q.T.	NORTH	P.T.
1/2	♠ J 7 5 ♥ Q J 9 8 ♦ 9 4 ♣ A Q 9 7	
1 1/4		
1 3/4	1 3/4 + 1 3/4 = 3 1/2	
No Trump Take-out		

Suit Patterns	
Partnership Holdings	
♠	5-3: 4-1
♥	4-3: 4-2
♦	4-3: 4-2
♣	5-3: 4-1

Q.T.	WEST	P.T.
1/2	♠ K ♥ K 10 6 4 ♦ 10 8 3 ♣ K 8 6 4 2	
1 1/2		
1		
No Bid		

Total
Quick Tricks
7 1/2
Symmetry
100%

Q.T.	EAST	P.T.
1	♠ A 10 6 4 ♥ 5 2 ♦ J 7 6 5 ♣ J 5 3	
1		
No Bid		

Summary			
Q.T.	N. & S.	P.T.	
1 3/4	North	3 1/2	
3 3/4	South	6 3/4	
5 1/2		10 1/4	
Three No Trumps			

Q.T.	SOUTH	P.T.
1/4	♠ Q 9 8 3 2 ♥ A 7 3 ♦ A K Q 2 ♣ 10	
1		
2 1/2		
3 3/4	3 3/4 + 3 = 6 3/4	
No Trump Support		

Summary			
Q.T.	E. & W.	P.T.	
1	East		
1	West		
2			
No Bid			

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	2 Spades (6 1/2-7)	3 No Trumps (6 1/2-7)
West	Pass	Pass	Pass
North	1 No Trump (3 1/2-4)	2 No Trumps (3 1/2-4)	Pass
East	Pass	Pass	Pass
Dealer: S. Declarer: N. Contract: 3 N.T. Lead: ♠ 4. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	2 Spades (6 1/2-7)	Pass
West	Pass	Pass	Pass
North	1 No Trump (3 1/2-4)	2 No Trumps (3 1/2-4)	Pass
East	Pass	Pass	Pass
Dealer: S. Declarer: N. Contract: 3 N.T. Lead: ♠ 4. Result: 10 tricks			

Chapter VI

ORIGINAL ONE BIDS OF TWO-SUITED HANDS

IN ANY POSITION

Hands that contain two suits of five or more cards each have a much greater Probable Trick value when played with one of the two suits as trump than when played at No Trump. Hence, whether with two Majors, a Major and a Minor, or two Minor suits, the almost invariable rule is never to play or permit partner to play a two-suited hand at No Trump without having first shown both suits. Justifiable exceptions to this rule are rare.

Initial Quick Trick Minimums

The minimum high-card or Quick Trick requirements for original suit bids with two-suited hands are the same as those heretofore given for original bids with normal hands. As a rule, hands that do not contain the high-card requirements for their original bid, regardless of the length of one or both suits, should be passed originally and bid secondarily, if at all.

Initial and Assisting Probable Trick Minimums

Until a second suit is shown, the assisting requirements for the suit first bid are the same as given in

the table of supporting values. When the second suit is shown, however, the partner may then increase the contract one trick for each probable supporting trick held in excess of one.

In counting the Probable Trick value of a hand in support of a two-suiter, *only the single value of the high cards may be taken*. Also, "ability to ruff" the third round of a suit named by partner should be counted a whole instead of a half Probable Trick.

Re-bid Minimums

The minimum number of Probable Tricks required for, and shown by, the bid of two suits depends largely upon the number of odd tricks the initial bidder may be required to bid to show the second suit. By this is meant that the number shown by a subsequent bid of three, four or five to show a second suit, is, or should be, proportionately greater than the number shown by a subsequent bid of but two.

The following table gives the Probable Trick minimums *shown by the bid of a second suit*; together with the assisting minimum in each case:

Odd Tricks Bid	Actual Tricks Bid	Probable Tricks	
		Shown by Re-bid	Required to Assist
Two	8	7	2
Three	9	8	2
Four	10	9	2
Five	11	10	2

DEAL NO. 7

ORIGINAL ONE MAJOR BID DEVELOPED TO SLAM CONTRACT THROUGH NO TRUMP TAKE-OUT AND RE-BID OF SECOND SUIT

Bidding Minimums: South's original one Heart shows partner 4 Probable Tricks. West's defensive one Spade shows 4 Probable Tricks. North's two No Trumps bid denies Hearts and shows 4 Plus Probable Tricks with all three suits stopped other than the one named by partner. South's three Clubs shows 7 Probable Tricks at either Hearts or Clubs, whichever suit North can best support. North's jump to seven Clubs shows 6 Probable Supporting Tricks for Clubs.

Salient Points: West's defensive Spade overcall is questionable because of his lack of high-card strength. Only the fact that the hand is a two-suiter can possibly justify its immediate bid. North's procedure is a choice between a two or three No Trump bid to show a powerful hand inclusive of a stopper in Spades or a forcing three Club take-out, the latter the preferable take-out but for the adverse Spade call.

South's plus values—the ♥J in combination with the ♥A, and the ♣10 in combination with the ♣K Q—are more than sufficient to warrant according his holding the value of 7 Probable Tricks. North, following South's showing of both Hearts and Clubs, can either bid a Grand Slam on the reasonable chance that South holds the ♥A and ♣K, or can bid a Small Slam, figuring that a bird in the hand is worth two in the bush. But a Slam of some sort he MUST bid with his holding.

Play: West leads the ♠Q, South (Declarer) wins with the ♠A in Dummy, leads the ♦A and K, and discards his losing Spade. Following this play, South cross-ruffs the two hands. So played the composition of his thirteen tricks is: one Spade, one Heart, one Club and two Diamond high-card tricks, supplemented by two Spade, two Diamond and four Heart ruffs. If East, at the end, discards Hearts instead of Clubs, South does not need to carry the cross-ruff to the fourth Heart.

DEAL NO. 7

Hand Patterns	Q.T.	NORTH	P.T.	Suit Patterns
Individual Holdings				Partnership Holdings
S. 5-5-2-1	1	♠ A 8 2	1	♠ 6-2: 3-2
W. 6-5-2-0	2	♥ 2	2	♥ 5-2: 5-1
N. 5-4-3-1	1	♦ A K 7 4	1	♦ 5-3: 4-1
E. 5-3-3-2	4	♣ A J 9 7 3	6	♣ 5-5: 3-0
	Club Support			

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
1/2	♠ Q J 10 7 6 3	4	Quick Tricks.	1/2	♠ K 9	1
1/2	♥ Q 6	3	8 1/4	1/2	♥ K 10 9 8 3	1
1	♦ Q J 10 9 8		Symmetry		♦ 6 3 2	
	♣ ———		50%		♣ 8 6 5	
1	Defensive Spade (N.P.)	7		1	Spade Support (N.P.)	2

Summary		
Q.T.	N. & S.	P.T.
4 2¼	North South	6 6½
6¼		12½
Seven Clubs		

Q.T.	SOUTH	P.T.
1	♠ 5 4 ♥ A J 7 5 4	3
1¼	♦ 5 ♣ K Q 10 4 2	3½
2¼		6½
Secondary Club Bid		

Summary		
Q.T.	E. & W.	P.T.
1 1	East West	2 7
2		9
Spades (Not Played)		

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	3 Clubs (6 1/2-7)	Pass
West	1 Spade? (4)	Pass	Pass
North	2 No Trumps (4+)	7 Clubs (6)	
East	Pass	Pass	
Dealer: S. Declarer: S. Contract: 7 ♣. Lead: ♠ Q. Result: 13 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	2 Clubs (6 1/2-7)	
West	1 Spade (4)	Pass	
North	1 No Trump (3 1/2-4)	Pass	
East	Pass	Pass	
Dealer: S. Declarer: S. Contract: 2 ♣. Lead: ♠ Q. Result: 13 tricks			

Chapter VII

ORIGINAL SUIT BIDS OF TWO

IN ANY POSITION

In so far as their trick probability is concerned, suit hands of thirteen cards divide sharply into two distinct classifications:

First, those that contain six or less Probable Tricks, and thus require, in order to go game, *better than average* support; and

Second, those that contain seven or more Probable Tricks and thus require, in order to go game, *but average or less* support.

Basically, therefore, suit hands of the first class should be started with no more than a one bid to invite an assist by partner only if having better than average support; and suit hands of the second class, with a bid of more than one, to invite an assist with but average or less support.

To warrant an original bid of more than one, however, the hand must not only contain a prescribed minimum number of Quick and Probable Tricks, but must also be of a prescribed type; as bids of more than one show not only a definite minimum number

of both high and long-card values, but show also just how these values are held, that is, whether massed or distributed. Original suit bids of two are of the latter type, values distributed.

Major Two Bids

An original Major two bid shows not only game probability with but average or less than average support from partner, but also a suit of sufficient length (at least five cards)* and top strength to admit of an assist by partner (if able) with but three small cards of suit.* With but two small cards of the suit, partner should take out (if able) rather than accord an immediate assist.

The following two hands are good illustrations of Major two bids:

Q.T.	Two Spades	P.T.
1½	♠ K Q J 10 6 5	5
1	♥ A J 9	1
1	♦ A J 9 8	1
	♣ —	
3½		7

Q.T.	Two Spades	P.T.
2¼	♠ A K J 8 6	4½
1¼	♥ A Q 5	1½
½	♦ K J 8	1
	♣ 5 3	
4		7

* As an original Major two bid may be made at times with but a four-card suit, partner even with three cards of suit should, *if well able*, take out and assist subsequently if then found expedient.

Minor Two Bids

An original Minor two bid does not necessarily show game probability in the suit bid with but average support from partner, nor necessarily show a suit of more than four cards, but *does* show game probability in support of a possible Major suit or No Trump take-out by partner; or game probability should partner call bidder's weak or missing suit and thus enable bidder safely to go to No Trump. To illustrate:

Q.T.	Two Clubs	P.T.
1	♠ A 5 4 2	
1	♥ K Q 9 4	
	♦ 9	
2	♣ A Q J 6	
4	4 + 3 =	7

Q.T.	Two Clubs	P.T.
1	♠ A 5 4	1
1	♥ K Q 9 4	1½
	♦ 9	
2	♣ A Q J 6 3	4½
4		7

Two Bids with Two-suited Hands

The fact that an original two bid may be made with a strong two-suited hand does not alter the fact that the *invariable inference* to be drawn from such bid, as to the type of hand held, is as above set forth until the second suit is shown. To start with an original two bid of a suit and subsequently to bid

a second suit, requires and shows a minimum of from eight to nine probable tricks. To illustrate:

Q.T.	Two Spades	Q.T.
2¼	♠ A K J 3 2. ♥ 2	4½
1½	♦ K Q J 6 3 ♣ 3 2	4
3¾		8½

Q.T.	Two Diamonds	P.T.
	♠ 2 ♥ J 4	
2	♦ A Q J 10 8	4½
2½	♣ A K Q 5 2	5
4½		9½

This minimum of eight to nine Probable Tricks may be reduced to from seven to eight if the two-suit bidder holds high card values in more than two suits. (See Example Deal No. 10.)

As an original two bid is frequently made with considerably more than the required minimum, such bid is an *imperative demand* for an assist or a take-out by partner, unless partner's holding is completely lacking in either possibility.

Assisting and Re-bid Minimums

By an assist of an original two bid, partner shows two supporting tricks (seven plus two equals nine), *but need hold but one* together with normal expectancy of at least three cards of suit originally bid.

66 CONTRACT BRIDGE STANDARDS

To show more than two supporting tricks, the assisting hand may increase the contract to the total number of Probable Tricks held in the combined hands, assuming the initial hand to hold a minimum of seven; or, should the initial hand show two suits, a minimum of eight.

Following an assist, the initial bidder may increase the contract one trick for each Probable Trick held in excess of seven.

It should be clearly understood that an original two bid is a strong invitation for partner to try not only for a game but for a slam contract; therefore, while the game contract should always be the primary consideration, a possibility of reaching a slam contract should never be overlooked. Thus, should the Initial Hand bid two Spades and the Assisting Hand five Spades, such five bid is a distinct invitation for the Initial Hand to bid a slam if holding more than the required minimum. In like manner, should the Initial Hand bid two Spades, the Assisting Hand four, and the Initial Hand then bid five Spades, such bid beyond the game contract asks the Assisting Hand to bid further if holding any trick probability or possibility beyond the number previously shown.

Take-out Minimums

By a take-out of an original two bid, partner may or may not deny normal expectancy in the suit originally bid, depending upon whether suit so bid is a Major or a Minor, and shows a minimum of

two Probable Tricks in hand if played at the take-out declaration. If the take-out is a No Trump, the Probable Tricks shown are high card tricks; if a suit, either high card or long card tricks.

To show more than a minimum take-out, see "Take-outs of a Trick More than Necessary," page 107.

Following a take-out, the initial bidder may either re-bid suit originally bid, or bid a second suit or a No Trump, or support partner's take-out, depending upon the strength and composition of his hand and the nature of partner's take-out. The possible variations here are too great to admit of enumeration and example. They are all, however, based upon the minimums heretofore given.

DEAL NO. 8

ORIGINAL TWO MAJOR BID DEVELOPED TO GAME CONTRACT THROUGH ASSIST

Bidding Minimums: South's original two Spade bid shows 7 Probable Tricks inclusive of $3\frac{1}{2}$ to 4 Quick Tricks distributed in three or more suits. North's jump to four Spades shows 3 Probable Supporting Tricks.

Salient Points: While West's values are sufficient to warrant a negative double of an original bid of one he is not justified in doubling negatively an original bid of two.

Play: West, with honor tenaces in all three plain suits, leads one of his two small trumps, East playing the ♠ J, South winning with the ♠ Q (or ♠ A). South now counts the two hands before deciding upon his plan of play. He can count nine sure tricks, six Spades, two Clubs and one Diamond, and three possible tricks, a possible winning finesse each in Diamonds, Hearts and Clubs. Assuming West's *lead to mean what it says*, two of the three finesses are marked losers, and one, the Diamond, a marked winner. Also, one of the two marked losers, the ♥ K or ♣ J, should be picked up in an end play, provided West can be stripped of Diamonds before being thrown in the lead. South's play follows:

<i>Tricks</i>	<i>Lead from</i>		<i>Winning in</i>		
2.	Own Hand	♠ 2	Dummy	with	♠ 10
3.	Dummy	♣ 4	Own Hand	"	♣ A
4.	Own Hand	♦ 9	Dummy	"	♦ Q
5.	Dummy	♦ A	Discards		♥ 9
6.	Dummy	♦ 5	Own Hand	"	♠ 5
7.	Own Hand	♠ 6	Dummy	"	♠ K
8.	Dummy	♦ 7	Own Hand	"	♠ 8
9.	Own Hand	♠ A	Own Hand		
10.	Own Hand	♣ K	Own Hand		
11.	Own Hand	♣ J	Losing to West's		♣ Q

The foregoing assumes that West's three cards *at the tenth trick* to be the ♥ A-Q and the ♣ Q. West in the lead with ♣ Q is now forced to lead his ♥ A and then his ♥ Q, South thus making eleven of the thirteen tricks.

DEAL NO. 8

Hand Patterns	
Individual Holdings	
S.	6-3-3-1
W.	4-4-3-2
N.	4-3-3-3
E.	4-4-3-2

Q.T.	NORTH	P.T.
1/2	♠ K 10 9	1
1 1/4	♥ 7 3 2	2 1/2
	♦ A Q 7 5	
	♣ 9 7 4	
1 3/4		3 1/2
Spade Support		

Suit Patterns	
Partnership Holdings	
♠	6-3: 2-2
♥	4-3: 3-3
♦	4-4: 4-1
♣	4-3: 3-3

Q.T.	WEST	P.T.
2	♠ 4 3	
1/2	♥ A Q J 4	
1/4	♦ K J 6 3	
	♣ Q 10 2	
2 3/4	2 3/4 + 2 3/4 = 5 1/2	
* No Bid		

Total
Quick Tricks
8 1/2
Symmetry
25%

Q.T.	EAST	P.T.
	♠ J 7	
	♥ 8 6 5	
	♦ 10 8 4 2	
	♣ 8 6 5 3	
No Bid		

Summary			
Q.T.	N. & S.	P.T.	
1 3/4	North	3 1/2	
4	South	7 1/2	
5 3/4		11	
Four Spades			

Q.T.	SOUTH	P.T.
1 1/4	♠ A Q 8 6 5 2	4 1/2
1/2	♥ K 10 9	1/2
	♦ 9	
2 1/4	♣ A K J	2 1/2
4		7 1/2
Orig. Two Spade Bid		

Summary		
Q.T.	E. & W.	P.T.
	East	
2 3/4	West	
2 3/4		
No Bid		

Contract Bidding	1st Round	2nd Round	3rd Round
South	2 Spades (7)	Pass	
West	Pass	Pass	
North	4 Spades (3)		
East	Pass		

Dealer: S. Declarer: S. Contract: 4 ♠. Lead: ♠ 4. Result: 11 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Spade (4)	Pass	
West	Double (5)	Pass	
North	2 Spades (4)		
East	Pass		
Dealer: S. Declarer: S. Contract: 2 ♠. Lead: ♠ 4. Result: 11 tricks			

DEAL NO. 9

ORIGINAL TWO MAJOR BID DEVELOPED TO GAME CONTRACT THROUGH SUCCESSIVE TAKE-OUTS

Bidding Minimums: South's original two Hearts shows 7 Probable Tricks. North's two Spade take-out denies normal expectancy in Hearts and shows 2 (?) Probable Tricks in hand if played with Spades as trump. South's two No Trumps denies Spades and shows 7 (?) Probable Tricks, no more than shown originally, if that, as the two hands are now marked as "non-fitting," North's three No Trump assist shows 2 Probable Supporting Tricks.

Salient Points: North's forced two Spade take-out of South's original two bid shows 2 (?) Probable Tricks at Spades, the question being as to their character, as they could be merely the two long cards of a weak five-card Spade suit. South's secondary two No Trump bid, also a denial bid, shows 7 (?) Probable Tricks, the question now being whether the actual Probable Trick Value of his holding will not be considerably less than his original estimate, as non-fitting No Trump hands cannot be depended upon to make more than their high cards.

In confirmation of this, it will be noted that South's Probable values sank to $5\frac{1}{2}$ Tricks, the single values of his two Ace-King combinations and his side Ace, plus the $\frac{1}{2}$ trick value of a possible winning finesse, the $\spadesuit J$, which, while it lost to the $\spadesuit Q$, produced a trick in North's hand, with the result that of the nine tricks won, four were won with North's cards.

Play: West opens the $\clubsuit Q$. South, before winning the trick, or deciding in which hand the trick should be won, counts the two hands. He finds that he can count 9 positive tricks; two Hearts, two Spades, two Clubs and three Diamonds, a possible losing Diamond finesse not affecting this count. He, therefore, wins the first trick with the $\clubsuit K$ in Dummy and tries the Diamond finesse at once. South's reason for not laying down one of his two high Diamonds before attempting the finesse is, that, should the Diamond finesse succeed, and the outstanding six Hearts split 3—3, he would be in a much better position to make the maximum on the hand than by any other plan of play. The Diamond finesse losing, South makes but 9 tricks.

DEAL NO. 9

Hand Patterns	
Individual Holdings	
S.	5-3-3-2
W.	4-4-3-2
N.	4-4-3-2
E.	4-4-3-2

Q.T.	NORTH	P.T.
2	♠AK84 ♥76 ♦10764 ♣K85	2
½		½
2½		2½
No Trump Support		

Suit Patterns	
Partnership Holdings	
♠	4-3: 4-2
♥	5-2: 4-2
♦	4-3: 4-2
♣	4-3: 3-3

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
¼	♠Q109 ♥108 ♦Q952 ♣QJ109		Quick Tricks 9¼	½	♠J752 ♥QJ94 ♦83 ♣732	
¼			Symmetry			
½			25%	½		
1	No Bid			½	No Bid	

Summary		
Q.T.	N. & S.	P.T.
2½	North	2½
5¼	South	7½
7¾		10
3 No Trumps		

Q.T.	SOUTH	P.T.
2	♠63 ♥AK532 ♦AKJ ♣A64	4
2¼		2½
1		1
5¼		7½
Secondary No Trump		

Summary		
Q.T.	E. & W.	P.T.
½	East	
1	West	
1½		
No Bid		

Contract Bidding	1st Round	2nd Round	3rd Round
South	2 Hearts (7)	2 No Trumps (7?)	Pass
West	Pass	Pass	Pass
North	2 Spades (2?)	3 No Trumps (2)	
East	Pass	Pass	
Dealer: S. Declarer: S. Contract: 3 N.T. Lead: ♣ Q. Result: 9 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)	Pass	
West	Pass	Pass	
North	1 No Trump (3)		
East	Pass		
Dealer: S. Declarer: N. Contract: 1 N.T. Lead: ♠ 2. Result: 9 tricks			

DEAL NO. 10

ORIGINAL FOURTH HAND MINOR TWO BID DEVELOPED TO GAME CONTRACT THROUGH PRE-EMPTIVE ASSIST

Bidding Minimums: East's original two Club bid shows 7 Probable Tricks. West's pre-emptive Assist to five Clubs shows 4 Probable Tricks.

Salient Points: East's original four-card Minor two bid holds in reserve a weak second round Major bid, which if made secondarily, warns partner against giving an assist unless holding sufficient high-card strength or length therein to warrant an assist of a declared weak suit. West's jump assist to five Clubs, shutting out East's secondary Major bid, was, with West's type of holding, in conformity with the accepted principles of bidding. Generally speaking, an original two bid in a suit shows a 7 Plus Probable Trick hand . . . the 7 showing a definite minimum number of Probable Tricks and the plus an indefinite additional number, or further bid, depending upon the nature of partner's response to the original bid. But as such original bid can be a four-card suit, and such further bid a suit of five or more cards that bidder may earnestly desire to show on the second round, it follows that the assisting hand should not make a pre-emptive assist of an original two bid unless his assisting values are wholly (or principally) distributional as in West's case, or unless he can soundly jump the assist to a Slam contract.

Play: South opens the ♠J in preference to the ♦Q, North winning with the ♠K. The ♠Q dropping from East's hand, North has no better lead than the ♠A, which East trumps with the ♣10. From this point on, the hand should be played at a cross-ruff until the long Heart is established in East's hand, after which the outstanding trumps should be drawn, a small Diamond being lost at the end.

DEAL NO. 10

Hand Patterns	
Individual Holdings	
S.	4-4-3-2
W.	5-4-3-1
N.	5-4-2-2
E.	5-4-3-1

Q.T.	NORTH	P.T.
2	♠AK873	
1½	♥K1073	
	♦63	
	♣83	
2½	No Bid	

Suit Patterns	
Partnership Holdings	
♠	5-4: 3-1
♥	5-1: 4-3
♦	4-3: 4-2
♣	5-4: 2-2

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
1½	♠652	1½	8¾	1	♠Q	3
1½	♥J	1	Symmetry	1	♥A8652	1
1½	♦K1087	1½	100%	2	♦A42	3½
1	♣K9652	4		4	♣AQJ10	7½
Club Support				Original 2 Clubs		

Summary		
Q.T.	N. & S.	P.T.
2½	North	
¾	South	
3¾		

Q.T.	SOUTH	P.T.
¾	♠J1094	
1½	♥Q94	
	♦QJ95	
	♣74	
¾	No Bid	

Summary		
Q.T.	E. & W.	P.T.
4	East	7½
1	West	4
5		11½
Five Clubs		

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	Pass	5 Clubs (4)	
North	Pass	Pass	
East	2 Clubs (7)	Pass	
Dealer: S. Declarer: E. Contract: 5 ♣. Lead: ♠ J. Result: 11 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	Pass	Pass	3 Clubs (Pref.)
North	Pass	1 Spade (4)	All pass
East	1 Club (6)	2 Hearts (7)	
Dealer: S. Declarer: E. Contract: 3 ♣. Lead: ♠ J. Result: 11 tricks			

DEAL NO. 11

ORIGINAL TWO MAJOR BID DEVELOPED TO GAME CONTRACT THROUGH MINOR TAKE-OUT AND ASSIST

Bidding Minimums: South's original two Spade bid shows 7 Probable Tricks; North's three Diamond take-out, 2 Probable Tricks; and South's Five Diamond assist, 9 Probable Tricks.

Salient Points: Despite the fact that a Small Slam was made on the hand, it is not soundly biddable by either partner, as in no reasonable way can the bidding inform North or South that but one trick need be lost.

While South holds a potentially powerful hand, it contains a great many losers should the two hands be non-fitting. All that South actually knows about North's Diamond bid is that it is, first of all, a denial of Spades and second an affirmation that if played with Diamonds as trump, it contains two Probable Tricks, but whether in high-card or long-card tricks is uncertain. If North holds both length and strength in Diamonds then a Small Slam is probable, but if North holds merely length in Diamonds, then it is not probable. Thus, a game contract here is the best that South can have any reasonable expectation of making.

Play: East's opening lead of ♥K was won in the South hand with the Ace. Following this North (Declarer) led one round of Diamonds only, then three rounds of Spades, trumping the third round in his own hand. As the two Spades are now established in Dummy, a second round of Diamonds is led, Dummy winning the trick; following which, the lead of the two good Spades permits the discard of North's two remaining Hearts, and, thus, the trumping of South's losing Heart. So played, but one trick can be lost on the hand.

DEAL NO. 11

Hand Patterns	
Individual Holdings	
S.	5-5-2-1
W.	5-3-3-2
N.	4-4-3-2
E.	5-3-3-2

Q.T.	NORTH	P.T.
1½	♠ 7 6 ♥ 8 7 3 ♦ A J 10 3 ♣ 7 5 4 2	
1½	$1\frac{1}{2} + 1\frac{1}{2} = 3$ Diamond Take-out	3

Suit Patterns	
Partnership Holdings	
♠	5-2: 3-3
♥	5-3: 3-2
♦	5-4: 2-2
♣	5-3: 4-1

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
½	♠ Q J 9 ♥ 9 6 2 ♦ 9 4 ♣ A Q J 10 6		10	1½	♠ 10 5 4 ♥ K Q J 10 4 ♦ 8 5 ♣ K 9 8	
2½			Symmetry 50%	½		
2½	Clubs (Not Bid)			2	Hearts (Not Bid)	

Summary			
Q.T.	N. & S.	P.T.	
1½	North	3	
4	South	8	
5½		11	
Five Diamonds			

Q.T.	SOUTH	P.T.
2	♠ A K 8 3 2	4
1	♥ A 5	2
1	♦ K Q 7 6 2	2½
	♣ 3	1½
4	$6 + (4 \div 2) = 8$ Diamond Support	10

Summary			
Q.T.	E. & W.	P.T.	
2	East		
2½	West		
4½			
No Bid			

Contract Bidding	1st Round	2nd Round	3rd Round
South	2 Spades (7)	5 Diamonds (9)	
West	Pass	Pass	
North	3 Diamonds (2)	Pass	
East	Pass	Pass	

Dealer: S. Declarer: N. Contract: 5 ♦. Lead: ♥ K. Result: 12 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Spade (4)	3 Diamonds (7)	
West	2 Clubs (4)	Pass	
North	Pass	Pass	
East	2 Hearts (3½-4)	Pass	

Dealer: S. Declarer: S. Contract: 3 ♦. Lead: ♥ 9. Result: 11 tricks

Chapter VIII

ORIGINAL SUIT BIDS OF THREE OR MORE

IN ANY POSITION

Pre-emptive original suit bids are not mandatory. Holding a suit of great length and top strength, and weak side cards, bidder may exercise the option either of making a pre-emptive bid, or of starting with a bid of one only, as the situation may demand; or he may even pass originally and enter the bidding later, possibly to greater advantage—a practice quite common with Goulash hands, and one to be wary of when opposed by tricky opponents.

The primary object of a pre-emptive suit bid, when made, is to shut out, if possible, adverse suit indications. Therefore, when opponents have already indicated a suit, or when bidder's hand contains good support for a possibly better game-going declaration by partner, a pre-emptive suit bid can have no sound objective.

The invariable inferences to be drawn from a pre-emptive suit bid are: first, that bidder probably holds a game hand with but average support (three tricks)

or less in hand of partner; second, that the suit so bid is of such top strength and length that partner (when otherwise able) may assist, if necessary, with but two or less small cards of suit; and third, that bidder's strength, in both Quick and Probable Tricks, lies wholly or principally in the suit named.

Initial Quick and Probable Trick Minimums

The least length and top strength ordinarily required for a pre-emptive suit bid is a suit of seven cards headed by A K Q, A K J, A Q J, K Q J, or A K, or the equivalent thereof, such as a six-card suit headed by A K Q J together with a side Quick Trick, etc.

Original three bids should be made only in the Majors, as an original three bid in a Minor does not give the inference of game in hand with but average support. Should bidder hold such probability in a Minor, the hand should be started either with an original two bid, or with an original four or five bid, depending upon whether the strength held is distributed or massed.

Thus, original three bids in the Majors show massed strength amounting to seven Probable Tricks; original four bids in either Major or Minor suits, eight Probable Tricks; original five bids in Minors, nine Probable Tricks, etc., together with a suit of seven, eight or nine cards of the top strength set forth above. To illustrate:

Q.T.	Three Spades	P.T.
2½	♠ A K Q 9 6 4 3 ♥ 10 ♦ 5 3 ♣ 10 6 5	7
2½		7

Q.T.	Four Clubs	P.T.
	♠ Q 2 ♥ 5 ♦ J 10 ♣ A K Q 8 7 4 3 2	
2½		8
2½		8

Assisting Minimums

The minimum number of Probable Tricks required to assist a pre-emptive suit bid is *mathematically* a constant of three. But since pre-emptive bids, by their very nature, show little or no playing defense, the strict mathematical minimum should not be insisted upon as a requirement for an assist. The irreducible minimum, however, for an assist is at least two probable tricks, except for a pre-emptive bid of a greater number of tricks than is required for a game contract, in which case partner is expected to increase the contract to a slam bid with but one probable trick in hand.

It should again be noted that partner, in counting the Probable Trick value of his hand in support of a pre-emptive suit bid, should NOT count the double value of his High Cards as they have little or no promotional value in support of massed strength. To illustrate:

SUIT BIDS OF THREE OR MORE 79

DECLARING HAND

Q.T.		P.T.
2½	♠ A K Q 10 8 7 5 ♥ 9 2 ♦ 7 ♣ 9 8 3	7
2½		7

ASSISTING HAND

Q.T.		P.T.
	♠ J 9 2 ♥ A 6 3 ♦ 6 4 3 2 ♣ A 10 4	
I		I
I		I
2		2

It will be obvious that the two Aces in the Assisting Hand are worth no more than their single trick value in support of massed strength; whereas in support of distributed strength, their value would be double, or approximately double, their single or Quick Trick value. To illustrate:

DECLARING HAND

Q.T.		P.T.
1½	♠ A Q 10 7 5 ♥ 9 2	4
1¼	♦ A Q 7	1½
½	♣ K 9 8	½
3¼		6

ASSISTING HAND

Q.T.		P.T.
	♠ J 9 2 ♥ A 6 3 ♦ 6 4 3 2 ♣ A 10 4	
I		2
I		2
2		4

The Probable Trick value of the two Aces in the Assisting Hand in support of distributed strength is here clearly double their Quick Trick value by reason of their providing the needed entries in the Assisting Hand to develop the maximum trick probabilities of the Declaring Hand.

DEAL NO. 12

ORIGINAL PRE-EMPTIVE THREE MAJOR BID DEVELOPED TO GAME CONTRACT THROUGH ASSIST

Bidding Minimums: South's original bid of three Hearts shows 7 Probable Tricks, massed wholly or principally in the Heart suit. North's four Heart assist shows 3 Probable Supporting Tricks, counting the single value only of the high honors.

Salient Points: It will be noted that South's holding falls slightly below the 7 Probable Tricks shown by his bid, and, thus, that the conventional minimum requirements of 7, 8 and 9 Probable Tricks for pre-emptive suit bids of three, four and five, respectively, does not necessarily mean that such requirements should not be shaded at times a half or even a full trick, particularly when the values held are massed wholly in one suit.

It will also be noted that North, in valuing his hand in support of announced massed strength, accorded his high cards their single value only. Also that he read South's pre-emptive bid of three as showing, as it should show, not only a minimum but a maximum of 7 Probable Tricks and, therefore, was not tempted to increase the contract beyond the number of tricks necessary for game.

Play: West opens the ♠2, South (Declarer) winning with the ♠A (or ♠K) in Dummy. As the ♣A in Dummy affords a sure re-entry, there is no immediate necessity of South's discarding one of his losers on the remaining high Spade in Dummy. Should the ♥Q drop on the first round of Trumps, such discard can be deferred until the end of play. South can count nine sure tricks, six Hearts, two Spades and one Club and one possible trick, the capture of the ♥Q.

In this situation it is usually best to play one round of the suit before deciding whether or not to finesse; therefore, South leads a round of Hearts from Dummy, winning with the ♥A. The Queen failing to drop, South enters the Dummy again with the ♣A, plays the remaining high Spade, discards his losing Club, then leads a second round of Hearts. The Queen dropping, all becomes safe for democracy; South makes his contract.

DEAL NO. 12

Hand Patterns	
Individual Holdings	
S.	7-3-2-1
W.	4-4-3-2
N.	4-4-3-2
E.	4-4-3-2

Q.T.	NORTH	P.T.
2	♠AK98 ♥95 ♦9543 ♣A62	2 ½
1		1
3		3½
Heart Support		

Suit Patterns	
Partnership Holdings	
♠	4-4: 4-1
♥	7-2: 3-2
♦	4-3: 3-3
♣	4-4: 3-2

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
	♠J752 ♥76 ♦K86 ♣K973		Quick Tricks 9 Symmetry 25%	¼	♠Q643 ♥Q3 ♦AQJ ♣QJ84	
½				2		
½				½		
1				2¾		

Summary		
Q.T.	N. & S.	P.T.
3	North	3½
2¾	South	6½
5¼		10
Four Hearts		

Q.T.	SOUTH	P.T.
2¾	♠10 ♥AKJ10842 ♦1072 ♣105	6½
2¼		6½
Original 3 Heart Bid		

Summary		
Q.T.	E. & W.	P.T.
2¾	East	
1	West	
3¾		
No Bid		

Contract Bidding	1st Round	2nd Round	3rd Round
South	3 Hearts (7)	Pass	
West	Pass	Pass	
North	4 Hearts (3)		
East	Pass		
Dealer: S. Declarer: S. Contract: 4 ♥. Lead: ♠ 2. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	3 Hearts (7)		
West	Pass		
North	Pass		
East	Pass		
Dealer: S. Declarer: S. Contract: 3 ♥. Lead: ♠ 2. Result: 10 tricks			

DEAL NO. 13

ORIGINAL PRE-EMPTIVE FOUR MAJOR BID

Bidding Minimums: North's pre-emptive original four Heart bid shows partner 8 Probable Tricks massed wholly or principally in the suit named.

Salient Points: The remarkable feature in connection with North's bid is that it lacks, not only all four Aces, but two of the four Kings and three of the four Queens, and yet the hand succeeds both in winning the declaration and in going game with a passing partner.

Whether or not East should overcall with four Spades and, if doubled, bid five Clubs is a close question. What decided East to pass was first, a reasonable expectation of saving game, and, second, the fact that his partner, West, had passed. With a partner who is yet to bid, a player with East's holding is in a much better position, at least theoretically, to put up a bidding rather than a playing defense against a pre-emptive suit bid.

With a hand very similar to that held by East, and in a similar position except that my partner was yet to bid, I overcalled an original four Heart bid on my right with a four-card Spade suit, intending, if doubled, to bid five in a longer and stronger Minor suit. I had no excuse for my bid other than that, having no Hearts and a fairly strong hand, the four Heart shut-out bid annoyed me. The bidding went as follows: South (Dealer), four Hearts; West, four Spades; North, five Hearts; East, five Spades; South and West pass. North double. Here are the two hands of West and East:

WEST (DECLARER)

♠ K J 7 2
♥ —
♦ K Q 10 8
♣ A K 9 7 5

EAST (DUMMY)

♠ A 10 6 4
♥ 7 5 3
♦ 8 6 2
♣ 10 8 6

In the play North opened a Heart and West trumped with the Two of Spades. West then led a losing Club which North won and led a second Heart. West trumped with the Jack of Spades, led the King of Spades, and then the Seven of Spades, finessing the Ten of Spades which held. West next led the Ace of Spades from Dummy, and then took four Club tricks and one trick in Diamonds. As the outstanding five Spades and five Clubs were each split 3—2, West made four Spades, two Spade ruffs, four Clubs, and one Diamond, or eleven tricks in all.

Play: East opens the ♣K, which, holding, he follows with the ♣8, as, had North the ♣A, he would not have passed up the first trick. There is nothing to the play of the hand, as North can make five odd against any defense, and can make six odd if the ♠A is opened.

DEAL NO. 13

Hand Patterns	
Individual Holdings	
S.	5-3-3-2
W.	4-4-4-1
N.	8-4-1-0
E.	5-4-2-2

Q.T.	NORTH	P.T.
1½	♠— ♥K Q J 10 9 7 4 3 ♦K J 10 2 ♣9	7
¾		1½
2¾		8½
Original 4 Heart Bid		

Suit Patterns	
Partnership Holdings	
♠	5-4 4-4
♥	8-2: 2-1
♦	4-3: 4-2
♣	5-4: 3-1

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
	♠ 10 6 4 2 ♥ 6 ♦ 8 7 6 4 ♣ A 4 3 2		Quick Tricks 8½	1½	♠ A Q 8 5 ♥ A 8 ♦ 5 3 ♣ K Q 10 8 6	
I			Symmetry 0%	I		
I				3½		
No Bid				No Bid		

Summary		
Q.T.	N. & S.	P.T.
2¾	North	8½
1¾	South	2
4		10½
Four Hearts		

Q.T.	SOUTH	P.T.
½	♠ K J 9 7 3 ♥ 5 2 ♦ A Q 9 ♣ J 7 5	½
1¼		1½
1¾		2
Heart Support		

Summary			
Q.T.	E. & W.	P.T.	
3½	East		
I	West		
4½			
No Bid			

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	Pass	Pass	
North	4 Hearts (8)		
East	Pass		

Dealer: S. Declarer: N. Contract: 4 ♥. Lead: ♣ K. Result: 11 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	Pass	Pass	
North	4 Hearts (8)		
East	Pass		

Dealer: S. Declarer: N. Contract: 4 ♥. Lead: ♣ K. Result: 11 tricks

DEAL NO. 14

ORIGINAL PRE-EMPTIVE FIVE MINOR BID

Bidding Minimums: East's original five Diamond bid shows partner 9 Probable Tricks massed wholly or principally in the suit named.

Salient Points: East's pre-emption with this type of hand succeeded in shutting out an adverse secondary Spade bid with which, if let in, opponents could have made four odd, and, thus, would go down but one trick should they overbid to five to save a threatened Diamond game.

The fact that East holds $3\frac{1}{2}$ Quick Tricks, the minimum massed high-card requirement for an original Fourth Hand bid does not mean that East would not have been justified in making the bid with much less high-card strength, as the rules governing the bidding requirements for normal hands may or may not apply to abnormal hands, depending upon the extent to which they depart from normal. Thus, had East held either one of the two following distributions, instead of the one actually held, he would still have bid five.

♠ 2
 ♥ Q 5
 ♦ A K Q 8 6 5 4 3 2
 ♣ 10

♠ 2
 ♥ Q
 ♦ A K 10 9 8 7 6 5 4 2
 ♣ 10

Play: South, having no preferred opening, leads the ♠ J; West (Dummy) plays the ♠ 2; North, the ♠ 9 (an encouraging card as he cannot know that the leader holds five Spades); and East, the ♠ 7. The ♠ J holding the trick, and the ♠ 9 dropping from North's hand, South continues with the ♠ 10; West, the ♠ 6; North, the ♠ 4; East trumping with the ♦ 2. East now starts to exhaust the outstanding Diamonds, but as the first Diamond lead, dropping the ♦ J from South's hand, makes the ♦ 10 in Dummy a sure reëntry, East now shifts to the ♥ Q in an attempt to establish a good Heart in Dummy before losing his trump entry. The ♥ Q running to North's hand, North wins with the ♥ K and returns the ♣ Q, which East wins with the ♣ A and leads a second Heart, overtaking South ♥ J. The lead now of the ♦ 10 from Dummy followed by an established Heart permits East to make his contract of five odd.

DEAL NO. 14

Hand Patterns	
Individual Holdings	
S.	5-5-2-1
W.	4-4-3-2
N.	5-4-2-2
E.	8-2-2-1

Q.T.	NORTH	P.T.
1	♠ A 9 4 3	
1½	♥ K 8 7 4 3	
	♦ 9 7	
	♣ Q 7	
1½		
No Bid		

Suit Patterns	
Partnership Holdings	
♠	5-4: 3-1
♥	5-2: 4-2
♦	8-2: 2-1
♣	5-2: 4-2

Q.T.	WEST	P.T.	Total Quick Tricks 7½ Symmetry 50%	Q.T.	EAST	P.T.
¼ 1	♠ Q 6 2 ♥ A 10 9 2 ♦ 10 3 ♣ 8 6 5 2	1		2½ 1	♠ 7 ♥ Q 5 ♦ A K Q 8 6 5 4 3 ♣ A 10	8 1
1¼		1		3½		9
Diamond Support				Orig. 5 Diamond Bid		

Summary		
Q.T.	N. & S.	P.T.
1½	North	
1¼	South	
2¾		
No Bid		

Q.T.	SOUTH	P.T.
¾	♠ K J 10 8 5 ♥ J 6 ♦ J	
½	♣ K J 9 4 3	
1¼		
No Bid		

Summary		
Q.T.	E. & W.	P.T.
3½	East	9
1¼	West	(1)
4¾		10
Five Diamonds		

Contract Bidding	1st Round	2nd Round	3rd Round
South West North East	Pass Pass Pass 5 Diamonds (9)	Pass Pass Pass	
Dealer: S. Declarer: E. Contract: 5 ♦. Lead: ♠ J. Result: 11 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South West North East	Pass Pass Pass 5 Diamonds (9)	Pass Pass Pass ...	
Dealer: S. Declarer: E. Contract: 5 ♦. Lead: ♠ J. Result: 11 tricks			

Chapter IX

ORIGINAL NO TRUMP BIDS OF ONE

By Dealer or Second Hand

The minimum requirements for an original one No Trump bid by Dealer or Second Hand are: (a) FOUR PROBABLE TRICKS inclusive of at least two QUICK TRICKS distributed in three or more suits; or (b) two QUICK TRICKS distributed in two suits with protection in a third suit; or (c) FOUR QUICK TRICKS in two short unbiddable suits with no third suit protected. To illustrate:

<i>Q.T.</i>	<i>One No Trump</i>	<i>P.T.</i>
	♠ 9 7 6	
$\frac{1}{2}$	♥ K 10 5 2	
$1\frac{1}{4}$	♦ A Q	
$\frac{1}{4}$	♣ Q 10 8 4	
2	2 + 2 =	4

<i>Q.T.</i>	<i>One No Trump</i>	<i>P.T.</i>
	♠ 10 4 2	
	♥ J 10 7 3	
$1\frac{1}{4}$	♦ A Q 9	
$\frac{3}{4}$	♣ K J 10	
2	2 + 2 =	4

Q.T.	One No Trump	P.T.
	♠ J 7 3 2	
1	♥ A 10 2	
½	♦ K 10 8 5	
½	♣ K 10	
2	2 + 2 =	4

Q.T.	One No Trump	P.T.
2	♠ A K 2	
2	♥ A K 9	
	♦ 8 7 6 3	
	♣ 9 7 2	
4	4 + 3 =	7

If hand be void of a suit, or if it contain a singleton or an unprotected doubleton, an initial suit bid, whenever possible, is preferable to that of an initial No Trump. So regulated, original No Trump bids guarantee partner at least three cards, or if but two cards, then A x, K x for any suit take-out.

Assisting Minimums

To assist an original one No Trump bid by Dealer or Second Hand requires FOUR PROBABLE TRICKS, determined by doubling the Quick Trick value of the high cards held, together with, if there be an adverse suit overcall, one (preferably two) stoppers in suit adversely called. To illustrate:

Q.T.	One Assist	P.T.
	♠ 9 7 6	
$\frac{1}{2}$	♥ K 10 5 2	1
$1\frac{1}{4}$	♦ A Q	$2\frac{1}{2}$
$\frac{1}{4}$	♣ Q 10 8 4	$\frac{1}{2}$
2		4

Q.T.	One Assist	P.T.
	♠ 10 4 2	
	♥ J 10 7 3	
$1\frac{1}{4}$	♦ A Q 9	$2\frac{1}{2}$
$\frac{3}{4}$	♣ K J 10	$1\frac{1}{2}$
2		4

Each subsequent assist of an original No Trump by Dealer or Second Hand requires one additional Probable Trick in the assisting hand.

Should the assisting hand, however, contain more than three Quick Tricks, the double value of which is the foundational six and beyond which values cannot be doubled, the single value only of the high cards in excess of three Quick Tricks is counted.

Requirements for Take-outs

The following will briefly outline the more important No Trump take-outs:

Take-outs with Major and Minor Suits

1. Take out with any FIVE-CARD Major or Minor as good as a defensive bid (see page 32).
2. Take out with any FIVE-CARD Major or Minor suit even though holding slightly less than a defensive bid, if the hand contains a singleton or is void of a suit.

3. Take out with any FIVE-CARD Major or Minor suit of even less strength than a defensive bid, if hand contains a second biddable suit of five or more cards.
4. Take out with any SIX (or more) CARD Major or SEVEN-CARD Minor suit if headed by at least $\frac{1}{2}$ Quick Trick or possibly with slightly weaker top strength if holding compensating side strength.

Requirements for Re-bids

A minimum one No Trump bid rarely justifies a re-bid even to deny normal expectancy or to better a suit take-out by partner. To re-bid the No Trump following a No Trump assist by partner, or to assist a suit take-out by partner (other than a *forcing* take-out as will be explained later), requires one Probable Trick more than was shown by the original bid, and one additional Probable Trick for each subsequent re-assist or re-bid. Adverse bidding, if any, must necessarily discourage No Trump re-bids unless holding more than ordinary protection in the adverse suit called, inclusive of sufficient sure tricks to make the contract reasonably safe.

ORIGINAL NO TRUMP BIDS OF ONE

By Third or Fourth Hand

The minimum requirements for an original No Trump bid of one by Third Hand is FIVE PROBABLE TRICKS inclusive of at least TWO AND ONE-HALF

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QUICK TRICKS, and by Fourth Hand, SIX PROBABLE TRICKS inclusive of at least THREE QUICK TRICKS; distributed in each case in at least three suits (or in two suits with a third protected). To illustrate:

THIRD HAND

Q.T.	One No Trump	P.T.
1	♠ A 8 3	
½	♥ K 10 2	
½	♦ K 9 8 6	
½	♣ K J 9	
2½	2½ + 2½ =	5

Q.T.	One No Trump	P.T.
1	♠ A J 9 5	
	♥ J 4 3	
1	♦ A J	
½	♣ K 6 5 2	
2½	2½ + 2½ =	5

FOURTH HAND

Q.T.	One No Trump	P.T.
1	♠ A 8 3	
1	♥ A 10 2	
½	♦ K 9 8 6	
½	♣ K J 9	
3	3 + 3 =	6

Q.T.	One No Trump	P.T.
1	♠ A J 9 5	
	♥ J 4 3	
1	♦ A J	
1	♣ A 6 5 2	
3	3 + 3 =	6

It will be observed that, as the foregoing example hands contain no suit longer than four cards, their estimated Probable Trick value is computed by doubling their Quick Trick value. It should be clear, however, that such estimate is purely tentative. To hold true, it must find the two hands of the partnership *mutually supporting*, either at the declaration initially named, No Trump, or at a suit take-out by partner.

With two suits wholly unprotected, the minimum requirement for an original one No Trump by Third or Fourth Hand is FOUR QUICK TRICKS. To illustrate:

THIRD HAND

Q.T.	One No Trump	P.T.
2	♠ A K 6 ♥ 9 8 7 4	
2	♦ A K 9 ♣ 8 6 2	
4	4 + 3 =	7

FOURTH HAND

Q.T.	One No Trump	P.T.
2	♠ A K 6 ♥ 9 8 7 4	
2¼	♦ A K J ♣ 8 6 2	
4¼	4¼ + 3 =	7¼

Important:—If either protected suit, in the above hands, is of more than three cards, an original bid of that suit would naturally be preferable to that of No Trump.

Assisting Minimums

To assist an original one No Trump bid by Third or Fourth Hand requires THREE PROBABLE TRICKS. Holding this number entitles partner of Third Hand bidder to one assist ($5 + 3 = 8$), and partner of Fourth Hand bidder to two assists ($6 + 3 = 9$). Again it becomes evident that partner of Fourth Hand bidder holds either two assists or none, as previously explained.

Re-bid and Re-assist Minimums

Initial Hand: (a) *Following an assist*, the initial bidder may increase the contract one trick for each Probable Trick held in excess of the minimum number required for the original bid. (b) *In the absence of any assist*, the initial bidder may increase the contract one trick for each *two* Probable Tricks held in excess of the minimum number required for the original bid. It will be noted that unassisted No Trump re-bids by Third or Fourth Hand require somewhat greater additional strength than unassisted suit re-bids.

Assisting Hand: Following a re-bid by initial bidder after an assist, the assisting hand may increase the contract one trick for each Probable Trick held in excess of the minimum number required for the previous assist; or, not having been previously assisted, if the initial bidder re-bids, the assisting hand may increase the contract one trick for each Probable Trick held in excess of the minimum number

required to assist the unassisted re-bid, a minimum number that diminishes one Probable Trick for each unassisted re-bid. (For complete tabulation see Chapter III, Page 30.)

Either Hand: The total number of assists or re-bids held may be given at once, or one (or more) at a time, as the situation may demand.

Take-out Minimums

The requirements for take-outs are the same as those for original No Trump bids by Dealer or Second Hand, except as the expediency of the take-out may be affected by the fact that the No-Trump was bid by Third or Fourth Hand.

DEAL NO. 15

ORIGINAL FIRST HAND ONE NO TRUMP BID DEVELOPED TO GAME CONTRACT THROUGH MAJOR TAKE-OUT

Bidding Minimums: South's original one No Trump bid shows 4 Probable Tricks. North's two Heart take-out shows from $3\frac{1}{2}$ to 4 Probable Tricks; South's jump assist to four shows 6 Probable Tricks.

Salient Points: While South's hand contains no protection in Diamonds, neither does it contain any sound introductory suit bid, consequently No Trump is the preferable opening bid. North's take-out with but a four-card suit is obviously a distributional one, based on the justifiable assumption that a 4—4—4—1 distribution should play to much greater advantage at a suit trump than at No Trump. South's jump assist to a game contract is a possible over-bid, as North's take-out does not necessarily show the full probability of 4 tricks in hand as would an original bid. South preferred to chance an over-bid rather than a more cautious bid of three Hearts, which would risk the chance of his partner's failure to bid for game.

Play: East leads the ♣Q. North (Declarer) pauses to consider the two hands. His straightaway tricks are probably four Heart tricks, two Club tricks and one Spade trick, or seven in all, with no further possibilities other than ruffs. In this situation the only way he can go game is to employ the trumps in the two hands separately, or in other words, play the two hands at a cross-ruff. With this object in view he lets the first trick run to the ♣K, leaving the ♣A in Dummy for a re-entry and starts ruffing Spades and Clubs alternately and in this way makes his contract.

DEAL NO. 15

Hand Patterns	
Individual Holdings	
S.	4-4-3-2
W.	4-4-3-2
N.	4-4-4-1
E.	4-3-3-3

Q.T.	NORTH	P.T.
1¼	♠ 2 ♥ A Q 9 8 ♦ 9 7 5 3 ♣ K 8 6 5	
½		
1¾	1¾ + 1¾ = 3½	
Heart Take-out		

Suit Patterns	
Partnership Holdings	
♠	4-4: 4-1
♥	4-4: 3-2
♦	4-3: 3-3
♣	4-3: 4-2

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
¼	♠ Q 9 7 3 ♥ 6 5 ♦ K 6 3 ♣ 9 4 3 2		7¼	½	♠ K 10 5 4 ♥ J 7 3 ♦ A Q 4 ♣ Q J 10	
½			Symmetry	1¼		
¾			100%	2¼		
No Bid				No Bid		

Summary		
Q.T.	N. & S.	P.T.
1¾	North	3½
2½	South	6
4¼		9½
Four Hearts		

Q.T.	SOUTH	P.T.
I	♠ A J 8 6 ♥ K 10 4 2 ♦ J 10 8 ♣ A 7	2
½		1½
I		2½
2½		6
Heart Support		

Summary		
Q.T.	E. & W.	P.T.
2¼	East	
¾	West	
3		
No Bid		

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 No Trump (4)	4 Hearts (6)	
West	Pass	Pass	
North	2 Hearts (3½-4)	Pass	
East	Pass	Pass	

Dealer: S. Declarer: N. Contract: 4 ♥. Lead: ♣ Q. Result: 10 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	1 No Trump (4)	Pass	
West	Pass	Pass	
North	2 Hearts (3½-4)		
East	Pass		

Dealer: S. Declarer: N. Contract: 2 ♥. Lead: ♣ Q. Result: 10 tricks

DEAL NO. 16

ORIGINAL THIRD HAND ONE NO TRUMP BID DEVELOPED TO GAME CONTRACT THROUGH ASSIST

Bidding Minimums: South and West passing, North's original one No Trump bid shows 5 Probable Tricks, inclusive of at least $2\frac{1}{2}$ Quick Tricks. East passing, South's assist to two No Trumps shows 3 Probable Supporting Tricks. North's re-bid to three No Trumps shows 6 Probable Tricks, one more than previously shown.

Salient Points: North's Quick and Probable Trick values, while more than sufficient for an original Third Hand bid, and sufficient for an original Fourth Hand bid, are insufficient *on both counts* for an original two bid. South's assisting values are sufficient to raise an original Third Hand No Trump bid, showing 5 Probable tricks, to two No Trumps.

Play: East opens the ♠5. North before deciding whether to pass or win the first round of Spades, pauses to count his positive tricks. These consist of two Spades, one Heart, two Diamonds, and two Club tricks, or seven in all; two positive tricks short of his contract. Under such conditions North refuses to win the first round of Spades but wins the second with the ♠K in Dummy and leads a small Club towards the ♣K-J in his own hand, playing one of the two. East, having no reason to hold up, wins with the ♣A and leads another Spade, the ♠2, South discarding a small Diamond and North winning with the ♠A. North then leads his other Club honor upon which East plays the ♣10, thus establishing the ♣9 for North and giving North, with the ♣Q still in Dummy, three Club tricks. North next leads the ♦6 and, with no cover from East, lets it run to West's ♦J or 10. West returns a small Heart, which North wins with the ♥A. North then leads a second small Diamond, but this time wins with the Ace, cashes in his good ♣Q and returns a small Diamond to the King, exhausting the outstanding five Diamonds and establishing the needed ninth trick for game.

DEAL NO. 16

Hand Patterns	
Individual Holdings	
S.	4-4-3-2
W.	4-4-3-2
N.	4-3-3-3
E.	5-3-3-2

Q.T.	NORTH	P.T.
1	♠ A 8 3	
1	♥ A 10 2	
1/2	♦ K 9 8 6	
1/2	♣ K J 9	
3	3 + 3 = 6	
Original 1 No Trump		

Suit Patterns	
Partnership Holdings	
♠	5-3: 3-2
♥	4-3: 3-3
♦	4-4: 3-2
♣	4-3: 4-2

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
1/2	♠ J 10 7 ♥ K 8 6 4 ♦ J 10 ♣ 8 6 4 3		7 Symmetry 100%	1/4	♠ Q 9 6 5 2 ♥ Q 7 5 ♦ Q 5 4 ♣ A 10	
1/2	No Bid			1 1/4	No Bid	

Summary		
Q.T.	N. & S.	P.T.
3	North	6
1 1/4	South	3 1/2
4 1/4		9 1/2
Three No Trumps		

Q.T.	SOUTH	P.T.
1/2	♠ K 4 ♥ J 9 3 ♦ A 7 3 2 ♣ Q 7 5 2	
1	1 1/4 + 1 1/4 = 3 1/2	
No Trump Support		

Summary		
Q.T.	E. & W.	P.T.
1 1/4	East	
1/2	West	
2 1/4	No Bid	

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	2 No Trumps (3)	Pass
West	Pass	Pass	Pass
North	1 No Trump (5)	3 No Trumps (6)	
East	Pass	Pass	

Dealer: S. Declarer: N. Contract: 3 N. T. Lead: ♠ 5. Result: 9 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	Pass	Pass	
North	1 No Trump (5)		
East	Pass		

Dealer: S. Declarer: N. Contract: 1 N. T. Lead: ♠ 5. Result: 9 tricks

DEAL NO. 17

ORIGINAL FOURTH HAND ONE NO TRUMP DEVELOPED TO GAME CONTRACT THROUGH ASSIST

Bidding Minimums: South, West and North passing, East's original one No Trump shows 6 Probable Tricks inclusive of at least 3 Quick Tricks. South passing, West's three No Trump assist shows 3 Probable Tricks and therefore, at least $1\frac{1}{2}$ Quick Tricks.

Salient Points: It will be noted that the distributional values in the two hands were with one exception, high intermediates. The exception was in finding the outstanding six Clubs split 3—3, thus producing a long-card value in the suit.

Play: South opens the ♠2, the fourth best of his only suit of greater length than three cards, North playing the ♠Q and East the ♠A, establishing four sure Spade tricks in hand of Declarer (East) and Dummy. Declarer's other sure tricks are two Diamonds, one Heart and one Club or eight in all. With but six Diamonds in the two hands the chance of a third Diamond trick is remote, as is also the chance of making a second Heart trick unless the adversaries can be induced to lead Hearts.

There remains, therefore, but one chance for a further trick, to wit, the chance that the outstanding six Clubs are split 3—3, in which event, two Club tricks can be made, the additional Club trick being the needed trick for game. Also, in connection with such attempt for an additional Club trick, is the added chance of picking up an extra Heart trick should either adversary shift to Hearts when thrown in the lead with Clubs.

Accordingly, East, following the winning of the first trick, leads a low Club (♣2) retaining command of the suit in case of an unequal split. South, fearing to play low, wins with the ♣Q and leads a second Spade, since to shift to another suit might only result in greater loss, especially since East, by his lead of a low Club evidences no fear of any possible shift.

East, winning the second Spade lead with Dummy's ♠K, leads the ♣10 from Dummy and passes the trick to South's ♣K. Whether or not South continues his Spades, or at this point shifts to another suit, makes no difference, as, with the outstanding Clubs split 3—3, East must make his contract.

DEAL NO. 17

Hand Patterns	
Individual Holdings	
S.	4-3-3-3
W.	4-3-3-3
N.	4-4-3-2
E.	4-4-3-2

Q.T.	NORTH	P.T.
	♠ Q 6	
½	♥ K 9 7 5	
½	♦ K 6 3 2	
	♣ J 7 4	
1		
No Bid		

Suit Patterns	
Partnership Holdings	
♠	4-3: 4-2
♥	4-3: 3-3
♦	4-3: 4-2
♣	4-3: 3-3

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
½	♠ K 10 3		Quick Tricks	1	♠ A J 9 5	
1	♥ A 10 8		7	1	♥ J 4 3	
¼	♦ Q 9 7 4		Symmetry.	1	♦ A J	
	♣ 10 9 3		100%	1	♣ A 6 5 2	
1¼	1¼ + 1¼ = 3½	3½		3	3 + 3 = 6	
No Trump Support				Original 1: No Trump		

Summary		
Q.T.	N. & S.	P.T.
1	North	
1¼	South	
2¼		
No Bid		

Q.T.	SOUTH	P.T.
	♠ 8 7 4 2	
¼	♥ Q 6 2	
	♦ 10 8 5	
1	♣ K Q 8	
1¼		
No Bid		

Summary		
Q.T.	E. & W.	P.T.
3	East	6
1½	West	3½
4¾		9½
Three No Trumps		

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	Pass	3 No Trumps (3)	
North	Pass	Pass	
East	1 No Trump (6)	Pass	
Dealer: S. Declarer: E. Contract: 3 N.T. Lead: ♠ 2. Result: 9 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	Pass	Pass	
North	Pass	Pass	
East	1 No Trump (6)		
Dealer: S. Declarer: E. Contract: 1 N.T. Lead: ♠ 2. Result: 9 tricks			

Chapter X

ORIGINAL NO TRUMP BIDS OF TWO AND THREE

IN ANY POSITION

The minimum requirement for an original two No Trump bid, regardless of the position in which it is made, is SEVEN PROBABLE TRICKS, inclusive of at least FOUR QUICK TRICKS; and for a three No Trump bid, EIGHT PROBABLE TRICKS, inclusive of at least FIVE QUICK TRICKS; with high card protection in all four suits, as set forth in the following paragraph.

The INVARIABLE INFERENCE to be drawn from an original two No Trump bid is that bidder holds all four suits stopped and at least three doubly stopped; and from a three No Trump bid that he has all four suits doubly stopped, or the equivalent of such holding.

Assists, Take-outs, and Re-bids

An original two No Trump bid is an IMPERATIVE DEMAND for an assist, or a take-out by partner, unless *completely* lacking in either possibility; and a

three No Trump bid, a demand *not* to increase the contract unless to invite a Slam, and *not* to take out unless a suit trump would seem to offer a better chance for game or Slam.

Assisting Hand: To advance a two or three No Trump bid to four or five, or to take out to a Major bid of five, shows not only the strength required to advance the original bid beyond a game contract, but the desire to have the initial hand try for a slam if holding more than the minimum requirement for the original bid. To take out a two or three No Trump bid to a Major bid of four, or to a Minor bid of five shows merely a possibly better chance for game with a suit trump and *no desire* to have the initial hand try for a sham, unless fairly certain that a slam can be made. Similarly, to advance a two No Trump bid to three shows no desire for slam bidding.

Initial Hand: If, following partner's advance of a two No Trump bid to three, or, following partner's take-out of either a two or three No Trump bid to a Major bid of four, the initial hand bid four or five No Trumps or five in partner's Major, such advance beyond a game contract shows not only the required added values, but the desire to have the assisting hand try for a slam if holding any further possibilities.

DEAL NO. 18

ORIGINAL SECOND HAND TWO NO TRUMP BID DEVELOPED THROUGH FORCING ASSIST

Bidding Minimums: West's original two No Trump bid shows 7 Probable Tricks inclusive of at least $3\frac{1}{2}$ to 4 Quick Tricks, also that all four suits are stopped and at least three doubly stopped. East's jump assist to four No Trumps shows 3 *plus* Probable Tricks and thus additional supporting strength in hand for a possible re-bid by partner.

Salient Points: North's forcing assist to four No Trumps, one trick beyond the game contract shows better than three Probable Supporting Tricks; as with *but* three, he would have no further bid in hand and consequently no justifiable reason to invite West to increase the contract should West hold more than shown by his original bid.

West's holding, while somewhat in excess of the minimum requirement for his original bid, is not of such character as to warrant any further increase in the contract. Particular attention is called to the fact that East and West (holding 4—3—3—3 Hand Patterns) hold no *probable* long-card trick and but one possible high intermediate trick, *and thus to the danger of attempting high contracts with hands that contain no promotional values, however powerful they may otherwise appear.*

Play: North leads the ♣Q. West (Declarer) pauses to count the two hands. With but nine positive tricks: two Spade, three Heart, two Diamond and two Club tricks, and no possibility of a further trick in any suit except Spades, West, to make contract must contrive to capture one of the two missing Spade honors. Assuming the ♠K and ♠J to be split, as the probabilities are more in favor of such split than that both will be in one hand, West can avoid having to guess as to who holds the Jack and who holds the King, by finessing the ♠Q or ♠10 towards the ♠A 9 4 in Dummy. If North holds the ♠K, only the ♠J can make; if South holds the ♠K, only the King can make, as the ♠9 can be finessed on the second round. Thus, if North holds both the ♠K and ♠J, or if North holds one and South the other, the adversaries can make but one Spade trick. If South holds both honors this play will necessarily lose, the chances being, however, two to one in favor of its winning.

DEAL NO. 18

Hand Patterns	
Individual Holdings	
S.	5-3-3-2
W.	4-3-3-3
N.	4-4-3-2
E.	4-3-3-3

Q.T.	NORTH	P.T.
	♠ J 8 2	
	♥ J 10 8 3	
	♦ J 7	
½	♣ Q J 10 9	
½		
No Bid		

Suit Patterns	
Individual Holdings	
♠	4-3: 3-3
♥	4-3: 3-3
♦	5-2: 3-3
♣	4-3: 4-2

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
¼	♠ Q 10 7 6		Quick Tricks	1. ¼	♠ A 9 4	
2 ½	♥ A K 6		8 ¼	1	♥ Q 5 2	
½	♦ K 9 2		Symmetry		♦ A 6 5	
2	♣ A K 3		100%		♣ 8 7 6 5	
4 ¾	4 ¾ + 3 = 7 ¾	7 ¾		2 ¼	2 ¼ + 2 ¼ = 4 ½	4 ½
Original 2 No Trumps				No Trump Support		

Summary		
Q.T.	N. & S.	P.T.
½	North	
¾	South	
1 ¼		
No Bid		

Q.T.	SOUTH	P.T.
½	♠ K 5 1	
	♥ 9 7 4	
¼	♦ Q 10 8 4 3	
	♣ 4 2	
¾		
No Bid		

Summary		
Q.T.	E. & W.	P.T.
2 ¼	East	
4 ¾	West	
7	7 + 5 = 12	
Four No Trumps		

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	2 No Trumps (7)	Pass	
North	Pass	Pass	
East	4 No Trumps (3+)		
Dealer: S. Declarer: W. Contract: 4 N.T. Lead: ♣ Q. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	1 No Trump (4)		
North	Pass		
East	Pass		
Dealer: S. Declarer: W. Contract: 1 N.T. Lead: ♣ Q. Result: 10 tricks			

DEAL NO. 19

ORIGINAL THREE NO TRUMP BID

Bidding Minimums: South's original three No Trump bid shows partner 8 Probable Tricks inclusive of at least $4\frac{1}{2}$ to 5 Quick Tricks distributed in four suits, all doubly stopped.

This latter inference, to wit: that bidder holds all four suits doubly stopped is by far the most clarifying inference as to bidder's precise holding. As an example of what is frequently possible when partner can absolutely rely upon such inference, let us take the hand here held by South and place opposite it a hand with which such reliance would enable partner to bid either for a Small or Grand Slam with absolute confidence. For example:

NORTH

♠ K 3
♥ J 5 3
♦ A Q 9 7 6 4
♣ J 7

With the absolute assurance that the three No Trump bidder holds all four suits doubly stopped, North, with the above holding, can bid for a Small or Grand Slam at once. Lacking this assurance, North must feel out South's actual holding by bidding either four or five Diamonds and thus risk "missing the boat" with a sure Slam in hand.

Play: West leads the ♣ 3, East playing the ♣ Q, and South winning with the ♣ A. South, before deciding upon his plan of play, stops to count the positive tricks in the two hands. These consist of three Club, two Diamond, two Heart and two Spade tricks, or nine in all. As a Spade trick must inevitably be lost at the end, whether or not the finesse of the ♠ Q wins, South elects to lose it at once by leading the ♠ Q from his own hand, rather than to take out his only possible re-entry in Dummy other than the ♦ A. East, now in the lead, with no sound shift to another suit, returns the ♣ 6 which South wins with the ♣ K. In the subsequent play of this hand, the details of which space does not permit, South makes eleven tricks by throwing West into the lead on the eleventh trick and forcing him to lead a Diamond up to the King-Jack.

DEAL NO. 19

Hand Patterns	Q.T.	NORTH	P.T.	Suit Patterns
Individual Holdings				Partnership Holdings
S. 4-4-3-2	I	♠ J 5 3.		♠ 4-3: 3-3
W. 5-3-3-2		♥ J 5 3 2		♥ 4-3: 4-2
N. 4-4-3-2		♦ A 6		♦ 4-3: 4-2
E. 4-4-3-2		♣ J 7 5 4		♣ 5-2: 4-2
	I	$I + I = 2$		
	No Trump Support			

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
	♠ 9 7 4		7 3/4	1/2	♠ K 10 8	
1/4	♥ 9 8		Symmetry	1/4	♥ Q 10 7 6	
	♦ Q 7 4		50%		♦ 10 9 5 3	
1/4	♣ 10 9 8 3 2			3/4	♣ Q 6	
	No Bid				No Bid	

Summary			Q.T.	SOUTH	P.T.	Summary		
Q.T.	N. & S.	P.T.	1 1/4	♠ A Q 6 2		Q.T.	E. & W.	P.T.
I	North	2	2	♥ A K 4		3/4	East	
5 3/4	South	8 3/4	1 1/2	♦ K J 8 2		1/4	West	
			2.	♣ A K				
6 3/4		10 3/4	5 3/4	$5 3/4 + 3 = 8 3/4$		I		
Three No Trumps			Orig. Three No Trumps			No Bid		

Contract Bidding	1st Round	2nd Round	3rd Round
South	3 No Trumps (8)		
West	Pass		
North	Pass		
East	Pass		
Dealer: S. Declarer: S. Contract: 3 N.T. Lead: ♣ 3. Result: 11 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 No Trump (4)		
West	Pass		
North	Pass		
East	Pass		
Dealer: S. Declarer: S. Contract: 1 N.T. Lead: ♣ 3. Result: 11 tricks			

Chapter XI

FORCING BIDS

ORIGINAL, DEFENSIVE AND TAKE-OUTS

A forcing bid is any bid that must logically be interpreted as a demand upon partner to keep the bidding open in order to arrive at the best declaration in the combined partnership hands for game or slam contract. Thus, a forcing bid always shows a further bid in hand of bidder depending upon the response thereto by partner.

For the underlying principles governing this bid, as well as for the self-explanatory term "forcing" applied thereto, we are indebted to Mr. Ely Culbertson, not only one of our greatest experts but a deep student of the game. Mr. Culbertson points out that "we have in Auction two situations which contain the forcing principle though in an embryonic stage; the *double*, forcing partner to take out, and the '*preference*,' which partner is forced to show after declarer has named two suits."

Clearly to define what must logically be interpreted as forcing bids involves their enumeration as follows:

1. Original two bids, either suit or No Trump

The Contract meaning of a two bid is that game is probable even with average or less than average support in hand of partner. It not only *guarantees* a further bid in hand of bidder (the underlying principle of all forcing bids), but must be interpreted as an *imperative demand* for partner either to assist or take out unless wholly lacking in either possibility. For bidding minimums and illustrations see Chapters VII and X.

2. Bids Beyond Game Contract

While these are not specifically forcing bids in that they do not specifically guarantee a further bid in hand of bidder, they *are* forcing bids in the sense that they are a demand upon partner to try for a slam contract should he hold such probability or possibility.

3. Take-outs of One Trick More than Necessary

Take-outs of one trick more than necessary, whether or not intervening opponent overcalls the previous bid, are forcing bids, provided they are (either) under (or over) the game contract. To illustrate:

No Intervening Overcall

(a)

Dealer: 1 ♠
 2nd Hand: Pass
 3rd Hand: 3 ♥ (Forcing)
 4th Hand: —

(b)

Dealer: 1 ♠
 2nd Hand: Pass
 3rd Hand: 4 ♥ (Not Forcing)
 4th Hand: —

(c)

Dealer: 1 No Trump
 2nd Hand: Pass
 3rd Hand: 3 ♦ (Forcing)
 4th Hand: —

(d)

Dealer: 1 No Trump
 2nd Hand: Pass
 3rd Hand: 5 ♦ (Not Forcing)
 4th Hand: —

(e)

Dealer: 2 ♦ (Forcing)
 2nd Hand: Pass
 3rd Hand: 3 ♥ (Forcing)
 4th Hand: —

(f)

Dealer: 2 ♦ (Forcing)
 2nd Hand: Pass
 3rd Hand: 4 ♥ (Not Forcing)
 4th Hand: —

Intervening Overcall

(g)

Dealer: 1 ♠
 2nd Hand: 2 ♦
 3rd Hand: 3 ♥ (Forcing)
 4th Hand: —

(h)

Dealer: 1 ♠
 2nd Hand: 2 ♦
 3rd Hand: 2 ♥ (Not Forcing)
 4th Hand: —

(i)

Dealer: 1 ♠
 2nd Hand: 2 ♦
 3rd Hand: 4 ♥ (Not Forcing)
 4th Hand: —

(j)

Dealer: —
 2nd Hand: 1 ♠
 3rd Hand: 2 ♦
 4th Hand: 5 ♥ (Forcing)

To clarify what constitutes a forcing take-out and what demand a forcing take-out impresses upon partner, let us take the following situations:

- (a) When the forcing take-out is less than a game contract; and
- (b) When it is more than a game contract.

The first (a) shows a further bid in hand regardless of whether or not the partner can support the take-out bid, and therefore impresses an *absolute demand* upon partner for some response other than a pass.

The second (b) also shows a further bid in hand *provided partner holds adequate support for the take-out bid, but not otherwise*; and is therefore *not* an absolute demand upon partner for a further bid unless holding such support.

4. Defensive Overcalls of One Trick More than Necessary

Defensive overcalls of one trick more than necessary are forcing bids *always provided that the overcall is not a game contract*. (The term "defensive" applied to forcing overcalls is merely to define such overcalls as being made in a defensive position, that is, by an opponent and not by the partner of the original bidder.)

Manifestly there is another forcing bid that can be made in a defensive position, to wit, a negative double. Consequently it becomes important clearly to

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distinguish between the types of hands shown by these two types of forcing overcalls.

The primary inference to be drawn from a negative double is that doubler holds distributed high card values in three or more suits, no suit longer than four cards. The fact that the double *may* be strategic, that is, that doubler may hold a long or strong suit of his own does not affect this primary inference.

The inference to be drawn from a forcing overcall is that bidder holds distributed high-card values in three or more suits of which the suit named is specifically a strong and long suit. To illustrate:

Assume Dealer to have bid one Heart and Second Hand to hold one of the two following distributions:

No. 1. SECOND HAND

<i>Q.T.</i>	<i>Double (Neg.)</i>	<i>P.T.</i>
1½	♠ K Q J 5	
	♥ 4	
1½	♦ A Q 10 3	
1	♣ A J 9 8	
4	4 + 3 =	7

No. 2. SECOND HAND

<i>Q.T.</i>	<i>Two Spades (Forc.)</i>	<i>P.T.</i>
1½	♠ K Q J 5 4 2	5
	♥ 4	
1½	♦ A Q 10	2
1	♣ A J 9	1
4		8

In situation Number 1, no suit overcall can be made that will adequately picture Second Hand's precise type of holding, and therefore the forcing negative double should be employed for this purpose.

In situation Number 2, however, a forcing overcall of two Spades exactly pictures Second Hand's type of holding and should be employed rather than the strategic negative double, as the forcing overcall instantly gives partner complete information both as to high-card strength and distribution of the hand.

To illustrate this even more clearly, assume a bidding situation as follows, and Second Hand's holding to be Number 2 above: Dealer, one Heart; Second Hand, Double (negative strategic); Third Hand, three Hearts. Now, Fourth Hand, unless holding greater strength than doubler could reasonably expect, must pass. Should Dealer also pass, Second Hand may then bid three Spades, a bid that still does not give partner a positive picture of his precise type of holding, as partner cannot know positively whether Second Hand holds a tentative five-card suit, or a suit of real top strength or length together with side strength. However, had Second Hand overcalled the original one Heart with a forcing bid of two Spades, Fourth Hand should be in no doubt whatsoever as to the precise nature of Second Hand's holding and should, therefore, immediately assist or take out accordingly if able to do so.

DEAL NO. 20

ORIGINAL ONE MINOR BID DEVELOPED TO GAME CONTRACT THROUGH FORCING MAJOR TAKE-OUT

Bidding Minimums: South's original one Diamond bid shows 4 Probable Tricks. North's forcing take-out of two Spades shows 5 Plus Probable Tricks at Spades. South's assisting bid of three Spades shows 4 Probable Supporting Tricks. North's re-bid to four Spades shows 6 Probable Tricks.

Salient Points: South's holding is a good illustration of the minimum high-card requirement in side suits for the original bid of a suit lacking a Quick Trick, i.e., the Ace or the K-Q. North's holding is too strong to risk not forcing South to re-bid his hand. South's revaluation of his hand shows that he not only holds at least 4 Probable Tricks in Diamonds but also the same number of Probable Tricks in support of Spades. With this assurance, North, holding 6 Probable Tricks with Spades as trump, advances the bid to a game contract at Spades.

Play: East's only suits not adversely bid are Clubs and Hearts. With no stopper in trumps, East avoids the doubleton opening and opens in preference his long suit, leading the ♣10. West wins with the Ace and returns a Club to East's King. East now leads the ♥10 which Dummy wins with the ♥A and then leads the ♠K, Declarer making the rest of the tricks, ten in all.

DEAL NO. 20

Hand Patterns	
Individual Holdings	
S.	6-3-2-2
W.	4-4-3-2
N.	6-4-2-1
E.	5-4-2-2

Q.T.	NORTH	P.T.
1/2	♠QJ8743	4 ^m
1/2	♥KJ86	1
1	♦A	1
	♣Q3	
2		6
Spade Take-out		

Suit Patterns	
Partnership Holdings	
♠	6-2: 3-2
♥	4-3: 4-2
♦	6-1: 4-2
♣	5-4: 2-2

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
1	♠A52		7 1/4		♠106	
	♥9754		Symmetry		♥103	
1	♦95		100%	1/4	♦Q874	
	♣A876			1/2	♣K10952	
2				3/4		
No Bid				No Bid		

Summary		
Q.T.	N. & S.	P.T.
2	North	6
2 1/2	South	4 1/2
4 1/2		10 1/2
Four Spades		

Q.T.	SOUTH	P.T.
1/2	♠K6	1
1 1/4	♥AQ2	2 1/2
3/4	♦KJ10632	1
	♣J4	
2 1/2		4 1/2
Spade Support		

Summary		
Q.T.	E. & W.	P.T.
3/4	East	
2	West	
2 3/4		
No Bid		

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	3 Spades (4)	Pass
West	Pass	Pass	Pass
North	2 Spades (5+)	4 Spades (6)	
East	Pass	Pass	
Dealer: S. Declarer: N. Contract: 4 ♠. Lead: ♣ 10. Result: 10 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	Pass	
West	Pass	Pass	
North	1 Spade (3 1/2-4)		
East	Pass		
Dealer: S. Declarer: N. Contract: 1 ♠. Lead: ♣ 10. Result: 10 tricks			

DEAL NO. 21

ORIGINAL TWO MINOR BID DEVELOPED TO SLAM CONTRACT THROUGH FORCING MAJOR TAKE-OUT

Bidding Minimums: South's original two Diamond bid shows 7 Probable Tricks if played at Diamonds. North's forcing take-out of three Spades shows 5 *plus* Probable Tricks and thus a re-bid in case South holds normal Spade support. South's jump assist to seven Spades shows 8 Probable Supporting Tricks and, thus, with the 5 Probable Tricks shown by North, a total probability of 13 tricks in the two hands.

Salient Points: It will be observed that North's holding falls slightly below the minimum of 5 Probable Tricks shown by a forcing take-out and thus that a forcing take-out does not necessarily mean that bidder always holds the minimum shown by his take-out, or values in excess of such minimum. It may mean merely that his holding is of sufficient strength to warrant a re-bid in case partner holds as good or better than normal support for the suit named, but not otherwise.

Play: East opens the ♥2. The Dummy going down, North can count 11 positive tricks in the two hands, a possible 12th through ruffing a losing Heart before drawing trumps and a possible 13th in the establishment of a long Diamond in Dummy before losing his Club re-entries. So planned, North proceeds to win the first trick with the ♥A in Dummy, the second with ♥K, the third with ♠5 in Dummy, fourth and fifth with ♠K and Q in Dummy, sixth with ♦K, seventh with a high Spade exhausting the outstanding Spades and discarding a losing Club in Dummy, eighth with ♦A, ninth by trumping a Diamond, tenth with ♣K, eleventh by trumping another Diamond, twelfth with ♣A and thirteenth with an established Diamond.

DEAL NO. 21

Hand Patterns	
Individual Holdings	
S.	5-3-3-2
W.	4-4-3-2
N.	5-3-3-2
E.	4-4-3-2

Q.T.	NORTH	P.T.
1½	♠ A J 10 4 2	3½
½	♥ K 8 5	½
½	♦ K 6	½
	♣ 10 7 2	
2½		4½
Forcing ♠ Take-out		

Suit Patterns	
Partnership Holdings	
♠	5-3: 3-2
♥	4-4: 3-2
♦	5-2: 4-2
♣	4-3: 3-3

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
	♠ 7 6 3		8½		♠ 9 8	
	♥ J 9 7 3		Symmetry		♥ Q 6 4 2	
¼	♦ J 2		50%	¼	♦ Q 10 7 3	
¼	♣ Q 8 6 3			½	♣ J 9 5	
					No Bid	

Summary			
Q.T.	N. & S.	P.T.	
2½	North	4½	
5	South	8½	
7½		12¾	
Seven Spades			

Q.T.	SOUTH	P.T.
1	♠ K Q 5	2
1	♥ A 10	2½
1	♦ A 9 8 5 4	2
2	♣ A K 4	4
5	6 + [4½ + 2] = 8½	10½
Spade Support		

Summary			
Q.T.	E. & W.	P.T.	
½	East		
¼	West		
¾			
No Bid			

Contract Bidding	1st Round	2nd Round	3rd Round
South	2 Diamonds (7)	7 Spades (8)	
West	Pass	Pass	
North	3 Spades (5)	Pass	
East	Pass	Pass	
Dealer: S. Declarer: N. Contract: 7 ♠. Lead: ♥ 2. Result: 13 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 No Trump (4)	Pass	
West	Pass	Pass	
North	2 Spades (3½-4)		
East	Pass		
Dealer: S. Declarer: N. Contract: 2 ♠. Lead: ♥ 2. Result: 13 tricks			

DEAL NO. 22

DEFENSIVE FORCING MAJOR OVERCALL DEVELOPED TO SLAM CONTRACT THROUGH MAJOR TAKE-OUT AND ASSIST

Bidding Minimums: Following South's original one Club bid, West's forcing overcall of two Spades shows: (a) 7 plus Probable Tricks inclusive of $3\frac{1}{2}$ to 4 Quick Tricks distributed in at least three suits, and (b) that his Spade suit is NOT one of four cards, as with such holding West would have made a forcing (negative) double instead of a forcing overcall. East's three Heart response shows 2 Probable Tricks. West's four Heart assist shows 8 Probable Tricks in support of Hearts. East's re-bid to five Hearts shows 4 Probable Tricks and, thus, the desire to have West bid for a Slam if possible. West's re-assist to six Hearts shows the necessary added strength.

Salient Points: While East's values (4), plus those shown by West (8) by his jump assist of Hearts, showed Slam probability, such probability would be extremely doubtful unless West held two or more Heart honors. For this reason, East, instead of bidding a Small Slam, made a forcing demand for one in case West could supply the missing Heart strength. As West held such missing Heart strength, the reason for East's forcing re-bid was obvious. It is interesting to note that the promotional and distributional values in the 26 cards held by East and West are equal to their high-card values, to wit: $6\frac{1}{2} + 6\frac{1}{2} = 13$.

Play: South's opening lead of the $\clubsuit K$ is won by East with the $\clubsuit A$. East now in the lead, plays one round of trumps, winning with the $\heartsuit Q$. He then leads the $\spadesuit A$ and follows with a small Spade, trumping in his own hand. As the $\spadesuit K$ drops on this round, East plays a second round of trumps, winning with the $\heartsuit K$ in Dummy, and then leads two rounds of Spades, upon which he discards a losing Diamond and a losing Club. With two trumps left in Dummy with which to ruff Declarer's remaining Clubs, the only possible loser is a Diamond. The contract therefore is assured, and a successful finesse in Diamonds will produce an extra trick. Accordingly Declarer enters his own hand by ruffing a Spade and tries the finesse, thus making a Grand Slam.

DEAL NO. 22

Hand Patterns	
Individual Holdings	
S.	6-3-2-2
W.	5-4-3-1
N.	5-4-2-2
E.	5-4-3-1

Q.T.	NORTH	P.T.
	♠ 10 8 4 3 2 ♥ J 5 ♦ J 10 4 3 ♣ J 7	
No Bid		

Suit Patterns	
Partnership Holdings	
♠	5-2: 5-1
♥	5-4: 2-2
♦	4-3: 3-3
♣	6-2: 4-1

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
2	♠ A Q J 6 5	2½	Quick Tricks	1	♠ 9	3
1½	♥ K Q 10 4	2½	8¾	1	♥ A 9 7 3 2	1
1½	♦ A Q 2	2½	Symmetry	1	♦ 9 8 6	1
	♣ 3	1½	25%	2	♣ A 9 5 2	4
4½	6 + [3 + 2] = 7½	9				
Heart Support				Heart Take-out		

Summary		
Q.T.	N. & S.	P.T.
2¼	North	
	South	
2¼		
One Club		

Q.T.	SOUTH	P.T.
½	♠ K 7	
	♥ 8 6	
½	♦ K 7 5	
1½	♣ K Q 10 8 6 4	
2¼		
One Club		

Summary		
Q.T.	E. & W.	P.T.
2	East	4
4½	West	7½
6½		11½
Six Hearts		

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Club (4)	Pass	Pass
West	2 Spades (7)	4 Hearts (8)	6 Hearts (9)
North	Pass	Pass	All Pass
East	3 Hearts (2)	5 Hearts (3+)	

Dealer: S. Declarer: N. Contract: 6 ♥. Lead: ♣ K. Result: 13 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Club (4)	Pass	
West	Double (5)	Pass	
North	Pass	Pass	
East	2 Hearts (3)		

Dealer: S. Declarer: N. Contract: 2 ♥. Lead: ♣ K. Result: 13 tricks

DEAL NO. 23

DEFENSIVE FORCING MINOR OVERCALL DEVELOPED TO GAME CONTRACT THROUGH ASSIST AND RE-BID

Bidding Minimums: South's original one Diamond bid shows partner 4 Probable Tricks at Diamonds. West and North passing, East's forcing overcall of three Clubs shows partner 7 *plus* Probable Tricks at Clubs, inclusive of distributed high-card values in at least two other suits, inferentially Spades and Hearts. South passing, West's four Club assist shows partner 3 Probable Supporting Tricks. East's re-bid to five Clubs shows 8 Probable Tricks.

Salient Points: East, if lacking any trick probability in excess of the number shown by his forcing overcall, would not have been justified in increasing the contract to five, since West's assist to but four Clubs would have marked the combined hands as short of a game contract. The actual situation is that East holds an additional half Probable Trick in the shape of an even chance that the finesse of the ♠ Q will win. East, therefore, correctly accepts this chance by advancing the bid to five.

Play: South opens the ♦ K and follows with the Queen and Ace, East trumping the third round with the ♣ 2. In addition to the two Diamonds already lost, East has two possible losers in Spades and no possible winners in any other suit upon which these two losers may be discarded. Consequently, East with the Ace, Queen, 10 and 9 of Spades in two hands must hope to find both the ♠ K and ♠ J with North. If so held, East can make his contract. If not so held, the contract must inevitably fail. As North actually held the missing Spade honors, and as East finessed first the ♠ 9 and subsequently the ♠ Q, East made his contract.

DEAL NO. 23

Hand Patterns	
Individual Holdings	
S.	5-5-2-1
W.	5-3-3-2
N.	5-4-3-1
E.	6-3-2-2

Q.T.	NORTH	P.T.
½	♠ K J 7 6 4 ♥ 8 7 5 4 ♦ 7 3 3 ♣ 3	
½		

Suit Patterns	
Partnership Holdings	
♠	5-2: 3-3
♥	5-4: 2-2
♦	5-3: 3-2
♣	6-5: 1-1

Q.T.	WEST	P.T.	Total	Q.T.	EAST	P.T.
½	♠ 10 3 2 ♥ K 2 ♦ 9 6 4 ♣ Q J 8 6 5	1½	Quick Tricks 8½	1¼	♠ A Q 9 ♥ A J ♦ 10 5 ♣ A K 10 9 4 3	1½
½		1½	Symmetry	1		1
1		3	25%	2		5
	Club Support			4¼		7½
					Def. Forcing 3 Club Bid	

Summary		
Q.T.	N. & S.	P.T.
½	North	
2¾	South	
3¼		
	Diamonds (N.P.)	

Q.T.	SOUTH	P.T.
¼	♠ 8 5 ♥ Q 10 9 6 3 ♦ A K Q J 8 ♣ 7	2½
2½		5
2¾		7½
	Orig. 1 Dia. (Not Played)	

Summary		
Q.T.	E. & W.	P.T.
4¼	East	7½
1	West	3
5¼		10½
	Five Clubs	

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	Pass	Pass
West	Pass	4 Clubs (3)	Pass
North	Pass	Pass	Pass
East	3 Clubs (7+)	5 Clubs (8)	
Dealer: S. Declarer: E. Contract: 5 ♣. Lead: ♦ K. Result: 11 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Diamond (4)	Pass	Pass
West	Pass	2 Clubs	..
North	Pass	Pass	..
East	Double? (5)	Pass	...
Dealer: S. Declarer: W. Contract: 2 ♣. Lead: ♦ 7. Result: 11 tricks			

Chapter XII

SLAM BIDDING

It is by now fairly well established that a much greater percentage of successful slam contracts can be reached—and what is equally important, a much greater percentage of unsuccessful slam contracts avoided—by showing the number of tricks held rather than the kind.

By the latter is meant the showing (after the precise declaration at which the two hands should be played has been fixed) of side Aces and void suits, a method of bidding very sweet in theory but sour in practice; sour, not because it may not at times enable partners to reach slam contracts that they might not otherwise reach, but because it operates to destroy their ability to show long second suits and thus the quantity of tricks held rather than the quality.

The showing of four Aces (the quality of the tricks) does not necessarily mean that the two hands actually contain the quantity (number) of tricks necessary to fulfill their contract, as frequently demonstrated by the many unsuccessful slam contracts reached by so-called Ace bidding.

Ace showing also destroys a player's ability accurately to show the precise length of the suit originally named, in case player, holding two suits, names his short suit first, as is frequently the case. For example: Dealer, one Spade; Second Hand, two Clubs; Third Hand, two Spades; Fourth Hand, pass; Dealer, three Diamonds. Here, Dealer, by bidding three Diamonds over Third Hand's Spade assist, shows not only a strong Diamond suit but also that his Spade suit is one of but four cards, and hence, should not be further advanced by Third Hand unless Third Hand also holds four cards of the suit.

As this, and many other similar situations in which a bidder is called upon to show two suits of varying length occur with great frequency in the bidding, it should be obvious that the few occasions where Ace bidding may secure a slam contract not obtainable by quantity showing, are of little importance compared to the great importance of conserving one's ability to show both suit length and strength, rather than merely suit tops.

It is not necessary to dilate further upon the inherent disadvantage of "Ace bidding" since the method has been exhaustively tried out and long since abandoned in most of the expert circles.

In conclusion it may be well to warn players that slam No Trump contracts are seldom as safely biddable as are slam suit contracts, unless at least one of the two hands actually contains a suit of greater length than four cards. To illustrate: The

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following two hands held by partner of an original two No Trump bidder clearly indicate slam probability, the latter, however, much more surely than the former.

No. 1

Dealer: Two No Trumps
3rd Hand: Four No Trumps

HELD BY THIRD HAND

Q.T.	No Trump Support	P.T.
½	♠ K 9 3	1
½	♥ Q J 7 5	1
2	♦ A Q J	4
¼	♣ J 10 9	
3		6

No. 2

Dealer: Two No Trumps
3rd Hand: Six No Trumps

HELD BY THIRD HAND

Q.T.	No Trump Support	P.T.
½	♠ K 9	1
½	♥ Q J 7	1
2	♦ A Q J 8 7 3	4
	♣ J 10	
3		6

Third Hand in determining the Probable Trick value of the combined hands if played at No Trump, should preferably employ the simple high card equation heretofore explained, instead of assuming that the 7 Probable Tricks shown by the original two bid, plus the 6 Probable Tricks held in the Assisting Hand, accurately indicate the presence of a Grand Slam.

Personally, I prefer to employ the Quick Trick rather than the Probable Trick equation whenever my partner's bid shows a definite number of Quick Tricks. Consequently, with the above holdings I would, as Third Hand, assume that my partner (in order to bid two No

Trumps originally) must hold at least 4 Quick Tricks, which, added to the 3 held by me, makes a total of at least 7 Quick Tricks in the combined hands; and to this total of 7, I would then add the constant of 5 Promotional Values, to wit, $7 + 5 = 12$, which in all probability should be a more accurate valuation than that obtained by adding the 6 Probable Tricks held by me to the 7 shown by partner.

With Hand No. 1, however, I would not consider it contained a sufficient number of establishable values to warrant more than a forcing bid of one trick more than the game contract, to invite partner to further advance the bidding only if holding either high-card or long-card values, or both, in excess of the minimum number previously shown.

With Hand No. 2, which does contain a sufficient number of establishable values, I would bid a Small Slam at once and would not employ a forcing bid towards a slam contract, on the principle that a player should not, as a rule, invite his partner to do something he should clearly do himself.

The example deals following this chapter show concretely how partnerships in Contract bidding, whether or not forced by adverse bidding, may show all assisting and re-bid values necessary to reach slam contracts. It must, however, again be stated that with probability of game in the partnership hands, and no *sound* probability of a slam (that probability being based on the mathematical minimums heretofore given) uncontested bidding should stop with the game trick.

DEAL NO. 24

ORIGINAL ONE MINOR BID DEVELOPED TO SLAM CONTRACT THROUGH ASSIST AND RE-BID

Bidding Minimums: West's original one Diamond bid shows 4 Probable Tricks; East's raise to six Diamonds shows 8 Probable Tricks; and West's re-bid to seven Diamonds shows 5 Probable Tricks (one more than shown originally); a total of 13 in the two hands.

Salient Points: In connection with East's necessary reduction of his overvaluation of 10 Probable Tricks to a net of 8, it is interesting to note the reverse valuation of the two hands; to wit, the valuation of East's holding as the initial hand and of West's holding as the assisting hand in support of East's *two-suited hand*. To illustrate:

Q.T.	EAST	P.T.
2	A K 6 5 2	4
1	A	1
$\frac{1}{2}$	K 7 5 3 2	$2\frac{1}{2}$
$\frac{1}{2}$	K 3	$\frac{1}{2}$
4	Valued as Initial Hand	8

Q.T.	WEST	P.T.
		3
$\frac{1}{2}$	K 10 7 2	$\frac{1}{2}$
1	A 10 8 6 4	1
1	A J 8 4	1
$2\frac{1}{2}$	Valued as Assisting Hand	$5\frac{1}{2}$

From the foregoing, it will be seen that the valuation of East's and West's holdings in the reverse order of bidding would be exactly the same if West's "ability to ruff" Spades be accorded but $2\frac{1}{2}$ Probable Tricks. It will also be noted that the Probable Trick value of the two hands is the exact double of their Quick Trick content due to the large number of Distributional Values present, the factor which determined East in bidding the full assisting value of his hand at once.

Play: East and West can make a grand slam regardless of any opening by North.

DEAL NO. 24

Hand Patterns	
Individual Holdings	
S.	5-4-3-1
W.	5-4-4-0
N.	5-3-3-2
E.	5-3-2-1

Q.T.	NORTH	P.T.
½	♠ QJ973 ♥ J94 ♦ Q9 ♣ 1092	
½		
No Bid		

Suit Patterns	
Partnership Holdings	
♠ 5-3:	5-0
♥ 5-3:	4-1
♦ 5-5:	2-1
♣ 4-3:	4-2

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
½	♠ — ♥ K 10 7 2 ♦ A 10 8 6 4 ♣ A J 8 4	½	7½	2	♠ A K 6 5 2	4
1		3	Symmetry	1	♥ A	3½
1		1½	50%	½	♦ K 7 5 3 2	1½
2¾		5		½	♣ K 3	1
Original 1 Diamond				4	6 + [4 ÷ 2] = 8	10
				Diamond Support		

Summary		
Q.T.	N. & S.	P.T.
½	North	
¾	South	
1		
No Bid		

Q.T.	SOUTH	P.T.
¼	♠ 10 8 4 ♥ Q 8 6 5 3 ♦ J ♣ Q 7 6 5	
¼		
½		
No Bid		

Summary		
Q.T.	E. & W.	P.T.
4	East	8
2½	West	5
6½		13
Seven Diamonds		

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	1 Diamond (4)	7 Diamonds (5)	...
North	Pass	Pass	...
East	6 Diamonds (8)	Pass	

Dealer: S. Declarer: W. Contract: 7 ♦ Lead: ♠ Q. Result: 13 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	1 Diamond (4)	..	
North	Pass	...	
East	Pass		

Dealer: S. Declarer: W. Contract: 1 ♦. Lead: ♠ Q. Result: 13 tricks

DEAL NO. 25

ORIGINAL ONE NO TRUMP BID DEVELOPED TO SLAM CONTRACT THROUGH ASSIST

Bidding Minimums: South's original one No Trump shows 4 Probable Tricks, North's raise to six No Trumps shows 8 Probable Tricks.

Salient Points: Whether or not South, holding trick values in excess of the four originally shown, should try for a Grand Slam is problematical. The fact that a Grand Slam can be made with the hand is no justification for jeopardizing a certain Small Slam for a possible Grand Slam. Moreover, the ability of Declarer to make thirteen tricks was due, not only to perfect play, but to a fortunate placement of the outstanding crucial high cards, as will be seen in the description of the play. It will be of interest to note that this hand was played in a Duplicate Match at the Cavendish Club of New York and, while but a Small Slam was bid by the writer's partner and himself, and a Grand Slam made, at the next table a Grand Slam was bid but not made through the carelessness of the Declarer in permitting the ♣7 to hold the first trick.

Play: West opens the ♣5 which South must win with the ♣K despite the fact that the ♣7 in Dummy will hold the trick. South can count twelve positive tricks in the two hands; four Spades, three Hearts, two Diamonds and three Clubs, with a possible thirteenth should West hold not only the ♣Q (as evidenced by the initial lead) but also the guarded ♦Q. As this proved to be the situation, a Grand Slam can be made by means of a "squeeze," that is, by South, after winning the ♣K, leading out four Spade tricks and three Heart tricks. So played, West is "squeezed" on the ninth trick, being forced to unguard one or the other Queen.

DEAL NO. 25

Hand Patterns	NORTH	Suit Patterns
Individual Holdings	Partnership Holdings	
S. 6-3-2-2	1½ ♠ A Q 10 4	♠ 4-3: 4-2
W. 5-3-3-2	1½ ♥ A Q 10	♥ 5-2: 3-3
N. 4-4-3-2	½ ♦ K 2	♦ 6-2: 3-2
E. 5-4-2-2	1½ ♣ A J 10 7	♣ 5-2: 4-2
	5 5 + 3 = 8	
	No Trump Support	

WEST	Total	EAST
Q.T.	Quick Tricks	Q.T.
1½ ♠ 7 6 2	8	1½ ♠ 9 8 5 3
¼ ♥ J 8	Symmetry	¼ ♥ 9 7 6 5 4
¼ ♦ Q 8 5	100%	¼ ♦ J 4
¼ ♣ Q 9 8 5 2		¼ ♣ 4 3
No Bid		No Bid

Summary	SOUTH	Summary
Q.T. N. & S. P.T.	Q.T. P.T.	Q.T. E. & W. P.T.
5 North 8	1½ ♠ K J	1½ East
2½ South 5½	1½ ♥ K 3 2	1½ West
7½ 13½	1 ♦ A 10 9 7 6 3	1½
6 No Trump	1½ ♣ K 6	1½
	Original r No Trump	No Bid

Contract Bidding	1st Round	2nd Round	3rd Round
South	1 No Trump (4)	Pass	
West	Pass	Pass	
North	6 No Trumps (8)		
East	Pass		

Dealer: S. Declarer: S. Contract: 6 N.T.. Lead: ♣ 5. Result: 13 tricks

Auction Bidding	1st Round	2nd Round	3rd Round
South	1 No Trump (4)		
West	Pass		
North	Pass		
East	Pass		

Dealer: S. Declarer: S. Contract: 1 N.T. Lead: ♣ 5. Result: 13 tricks

DEAL NO 26

ORIGINAL TWO MINOR BID DEVELOPED TO SLAM CONTRACT THROUGH MAJOR TAKE-OUT AND ASSIST

Bidding Minimums: South's original two Diamond bid shows a minimum of 7 Probable Tricks. North's two No Trump take-out shows 2 Probable Tricks at No Trump, and may or may not be a denial of average support for South's Diamonds. South's secondary three Heart bid shows 8 Probable Tricks with either Hearts or Diamonds the trump, depending upon which suit North can best support. North's four Heart assist shows 2 Probable Supporting Tricks, South's six Heart re-bid now shows a 10 Probable Trick hand.

Salient Points: While South's holding obviously justified a forcing original two bid, his preferable original bid is his strong Minor suit rather than his Major suit when such suit lacks both the Ace and King.

Original two bids in suits that lack two commanding honors are extremely deceiving to partner, who, while it may be conceivable to him that the suit so bid is not necessarily solid as to tops, will infer, should he hold one of the missing tops—the Ace or King—that the suit now is solid between the two hands; consequently it is particularly dangerous in Contract to make an original forcing two bid of a suit that lacks both its commanding honors, or with a suit headed by the Ace lacking both the King and Queen.

South's re-bid of a Small Slam under existing conditions cannot be justified. While his values plus those shown by partner indicate Slam *possibility*, they by no means indicate Slam *probability*, as the character of North's assisting values are not sufficiently defined to warrant the assumption that they necessarily consist of two of North's three losing tricks, consequently for North to risk a sure game for but a possible Slam is not overintelligent bidding. The fact that a Slam was actually made proves nothing except that the bidder had more good luck than good sense. (The bidder of the Small Slam was the writer.)

Play: The only tough break South had with this hand was in West holding and leading the Ace of Clubs. With any other opening a Grand Slam can be made.

DEAL NO. 26

Hand Patterns	
Individual Holdings	
S.	5-5-2-1
W.	7-3-2-1
N.	4-4-3-2
E.	4-3-3-3

Q.T.	NORTH	P.T.
1	♠ Q 9 7 2 ♥ A 9 8 2 ♦ J 10 7 ♣ Q 3	1½
1½		2
Heart Support		

Suit Patterns	
Partnership Holdings	
♠	4-3: 4-2
♥	5-4: 3-1
♦	5-3: 3-2
♣	7-3: 2-1

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
1	♠ J 8 4 ♥ K ♦ 6 2 ♣ A J 7 6 5 4 2		7½		♠ 10 6 5 3 ♥ 7 6 3 ♦ 9 8 4 ♣ 10 9 8	
1			Symmetry 50%			
No Bid				No Bid		

Q.T.	N. & S.	P.T.
Summary		
1½	North	2
5	South	10
6½		12
6 Hearts		

Q.T.	SOUTH	P.T.
2	♠ A K ♥ Q J 10 5 4 ♦ A K Q 5 3 ♣ K	2
½		3
2½		5
5		10
Secondary Heart Bid		

Summary			
Q.T.	E. & W.	P.T.	
1	East		
1	West		
No Bid			

Contract Bidding	1st Round	2nd Round	3rd Round
South	2 Diamonds (7)	3 Hearts (8)	6 Hearts (10)
West	Pass	Pass	Pass
North	2 No Trumps (2)	4 Hearts (2)	Pass
East	Pass	Pass	
Dealer: S. Declarer: S. Contract: 6 ♥. Lead: ♣ A. Result: 12 tricks			
Auction Bidding	1st Round	2nd Round	3rd Round
South	1 Heart (4)		
West	Pass?		
North	Pass		
East	Pass		
Dealer: S. Declarer: S. Contract: 1 ♥. Lead: ♣ A. Result: 12 tricks			

DEAL NO. 27

ORIGINAL ONE MAJOR BID DEVELOPED TO SLAM CONTRACT THROUGH FORCING MINOR TAKE-OUT AND ASSIST

Bidding Minimums: South passing, West's original one Spade bid shows 4 Probable Tricks with Spades the trump. North passing, East's forcing take-out of three Clubs shows 5 *plus* Probable Tricks. West's four Club assist shows 5 Probable Tricks in support of Clubs. East's re-bid of six Clubs shows 7 Probable Tricks—two more than previously shown.

Salient Points: While the same number of tricks can be made at No Trump as with Clubs the trump, East's logical forcing take-out in denial of Spades is a three bid in his long and strong Club suit, rather than a two No Trump; not only because a forcing suit bid would convey a much better picture of his particular type of holding, but because a two No Trump take-out even though a trick more than necessary, is a forcing bid only in the sense that it shows a probable game hand at No Trump if partner holds greater strength than shown by his original bid. For this reason, while East and West found it extremely simple to arrive at a Slam contract with a forcing suit take-out, they would not have found it so easy had East made a forcing No Trump take-out.

Play: There is absolutely nothing to the play of this hand, as South with a Small Slam bid against him has no choice but to lead his ♠ A. Following such lead, East has 12 Possible Tricks—six Clubs, three Spades (two high Spades and an establishable long Spade), two Hearts and one Diamond; in fact, East could easily make a couple of more tricks—two Diamond ruffs—if permitted to count them.

DEAL NO. 27

Hand Patterns	
Individual Holdings	
S.	6-3-3-1
W.	5-4-3-1
N.	4-4-3-2
E.	6-3-3-1

Q.T.	NORTH	P.T.
1/2	♠ 10 7 6 2 ♥ Q J 6 5 ♦ 5 3 2 ♣ 7 6	
1/2	No Bid	

Suit Patterns	
Partnership Holdings	
♠	5-1: 4-3
♥	4-3: 3-3
♦	6-3: 3-1
♣	6-4: 2-1

Q.T.	WEST	P.T.	Total Quick Tricks	Q.T.	EAST	P.T.
1	♠ K Q 8 4 3	2	8 1/4 Symmetry 50%	1	♠ J	1
1/2	♥ K 8 7	1/2		1 1/4	♥ A 9 4	1 1/4
1/2	♦ J	1 1/2		2	♦ A Q 7	5
2	♣ Q J 8 2	5		4 1/4	♣ A K 10 5 4 3	7 1/2
Club Support				Club Take-out		

Summary		
Q.T.	N. & S.	P.T.
1/2	North	
1 1/2	South	
2	No Bid	

Q.T.	SOUTH	P.T.
1	♠ A 9 5	
1/2	♥ 10 3 2	
	♦ K 10 9 8 6 4	
	♣ 9	
1 1/2	No Bid	

Summary		
Q.T.	E. & W.	P.T.
4 1/4	East	7 1/2
2	West	5
6 1/4	6 Clubs	

Contract Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	Pass
West	1 Spade (4)	4 Clubs (5)	Pass
North	Pass	Pass	Pass
East	3 Clubs (5+)	6 Clubs (7)	...

Dealer: S. Declarer: E. Contract: 6 ♣. Lead: ♠ A. Result: 12 tricks.

Auction Bidding	1st Round	2nd Round	3rd Round
South	Pass	Pass	
West	1 Spade	Pass	
North	Pass	Pass	
East	1 No Trump		

Dealer: S. Declarer: E. Contract: N.T. Lead: ♦ 10. Result: 12 tricks.

Chapter XIII

DEFENSIVE BIDS (OVERCALLS)

A defensive declaration is the first bid made by the opponents of the original bidder. The term "defensive" is used in opposition to the term "offensive" as applied to the original bid.

Although many of the overcalls and negative doubles that are here to be discussed require and show the same or greater offensive strength than that shown by an original bid, they are all classed as "defensive," in accordance with the above definition.

In discussing the group of declarations classed as defensive, the typical position of Second Hand following an original bid by Dealer has been selected, because a defensive declaration in any other position would have to take into consideration the additional fact that the partner of the defensive bidder has passed. Thus the requirements for defensive declarations by Second Hand constitute the standard for such declarations.

The requirements for a defensive declaration following the original bid of a suit differ from those for such declaration following an original No Trump

bid, and hence they must be discussed separately; and the different declarations that may be made in either case, that is, an overcall by a suit bid, an overcall by a No Trump bid, or a negative double also require separate treatment. First will be considered the overcall of a suit bid:

A. To Overcall an Original Suit Bid

1. *To Overcall with a Suit*

If but one be needed to overcall the previous bid, the minimum requirement for a defensive bid of a five or more card suit is 4 Probable Tricks inclusive of at least $1\frac{1}{2}$ Quick Tricks. If two be needed to overcall, then the hand should contain the approximate probability of at least 5 Probable Tricks, particularly when vulnerable, but not necessarily any greater number of Quick Tricks.

DEFENSIVE BID OF ONE SPADE OVER ONE HEART

Q.T.		P.T.
$1\frac{1}{2}$	♠ A Q 10 6 2 ♥ 8 5 ♦ 8 7 5 ♣ 9 3 2	4
$1\frac{1}{2}$		4

DEFENSIVE BID OF TWO HEARTS OVER
ONE SPADE

Q.T.		P.T.
$\frac{1}{2}$	♠ 8 5	
	♥ Q J 10 8 6 2	4
1	♦ A 7 5	1
	♣ 3 2	
$1\frac{1}{2}$		5

Overcalls of original bids of more than one of a suit require necessarily added strength, either Quick or Probable, or both. No greater high-card strength than $1\frac{1}{2}$ Quick Tricks is needed when the suit itself provides the necessary excess of probable tricks. For example, an overcall by a bid of three or four of a suit may justifiably be made with the same high-card holding as illustrated above, but with greater length of suit. But when the suit is of ordinary length, then obviously greater high-card strength is required.

This is particularly true of an overcall of an original two bid, as such bid, carrying as it does the inference of great high-card distributed strength, is an invitation to partner to double any intervening overcall, provided such overcall can probably be defeated for a greater number of points than could be scored by playing the hand at own bid.

Minimum overcalls with four-card suits follow the lines that would be conventionally sound at Auction Bridge, provided a bid of one only is necessary.

The object of defensive suit overcalls is to block opponents and at the same time indicate a lead in case partner of original bidder should become the Declarer. When an overcall is made for this purpose alone, such overcall constitutes a playing defense. An overcall with a suit of extraordinary length or with more than ordinary high-card strength, might serve as a bidding as well as a playing defense.

Defensive overcalls of a suit bid are as important in Contract Bridge as in Auction Bridge, if not more important, as evidenced by the growing tendency amongst the leading players to shade the minimum requirement for defensive bids at Contract.

2. *To Overcall with No Trump*

The minimum requirement for a bid of one No Trump over an original adverse suit bid is precisely the same as that for an original Dealer's bid of one No Trump, with the added requirement of one stopper (preferably two stoppers) in the opponent's suit.

ONE NO TRUMP OVERCALLING ONE HEART

Q.T.		P.T.
	♠ 9 7 6	
$\frac{1}{2}$	♥ K 10 5 2	
$1\frac{1}{4}$	♦ A Q	
$\frac{1}{4}$	♣ Q 10 8 4	
2	$2 + 2 =$	4

ONE NO TRUMP OVERCALLING
ONE CLUB

Q.T.		P.T.
	♠ 10 4 2	
$\frac{1}{4}$	♥ Q 10 8	
$1\frac{1}{4}$	♦ A Q 9 5	
$\frac{3}{4}$	♣ K J 10	
$2\frac{1}{4}$	$2\frac{1}{4} + 2\frac{1}{4} =$	$4\frac{1}{2}$

3. *To Double Negatively*

The negative double of an adverse bid requires a minimum of 5 Probable Tricks either in support of a bid by Partner, or at own subsequent bid (should Partner's response prove unsatisfactory) inclusive of at least $2\frac{1}{2}$ Quick Tricks distributed in at least three suits.

According to the nature of doubler's preparedness for any possible take-out by partner, we may distinguish between the two outstanding types of negative doubles, the "normal" and the "strategic."

The Normal Negative Double

With the normal type of double, doubler is prepared to at least leave in and possibly to assist any bid partner may make. For example:

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ONE DIAMOND DOUBLED

Q.T.		P.T.
I	♠ K Q 5 2	
½	♥ K 10 9	
	♦ J 4	
I	♣ A 10 8 3	
2½	2½ + 2½ =	5

ONE CLUB DOUBLED

Q.T.		P.T.
½	♠ K 10 5 2	
½	♥ K 9 8 3	
1½	♦ A Q 10 5	
	♣ 7	
2½	2½ + 2½ =	5

It should be noted, however, that the minimum of 2½ Quick Tricks required for a normal double may be shaded to 2¼ and possibly to but 2, when holding strong intermediates or favorable distributional values.

ONE DIAMOND DOUBLED

Q.T.		P.T.
½	♠ K 10 7 5	
½	♥ K J 8 3	
	♦ 5	
1¼	♣ A Q 8 6	
2¾	2¼ + 2¼ =	4½

ONE DIAMOND DOUBLED

Q.T.		P.T.
¼	♠ Q 10 9 3	½
¾	♥ K J 10 6	1½
	♦ ———	
I	♣ A J 9 6 4	3
2		5

The Strategic Double

With the strategic type of double, doubler is trying for a particular response, failing which he is prepared to make some bid of his own. For example, assume Dealer to have bid one Diamond and Second Hand to hold:

Q.T.		P.T.
1	♠ A J	1
1½	♥ K J 8 5	1
	♦ 7	
2½	♣ A K Q J 4 2	6
4		8

With this holding Second Hand, instead of bidding two Clubs, should double, hoping for a Heart or No Trump response, failing which he is prepared to take out with two or more Clubs.

B. To Overcall an Original No Trump Bid

1. *To Overcall with a Suit: No Trump on Player's Right*

While the overcall of an original No Trump bid by a suit bid comes within the adopted definition of

a "defensive bid," no defensive purpose can be served by such overcall of a No Trump bid on the player's right. The best *defense* against such bid is to pass and lead the suit that might have been bid defensively.

There are two types of hands, however, both abnormal, with which a player is justified in overcalling rather than passing or doubling an original No Trump on his right:

1. Holding at least eight probable tricks with a Major suit as trump, or nine probable tricks with a Minor suit as trump, and *no sure defense* against opponents' No Trump or against a suit bid to which they might shift, player should bid four preemptively in the Major suit and five in the Minor suit to shut out if possible a suit indication by opponent on left. For example;

FOUR SPADES

Q.T.		P.T.
$\frac{3}{4}$	♠ K J 10 9 8 6 3 2 ♥ 6	$6\frac{1}{2}$
$\frac{1}{2}$	♦ Q J 10 9 ♣ —	2
$1\frac{1}{4}$		$8\frac{1}{2}$

FIVE DIAMONDS

Q.T.		P.T.
1½	♠ 8 ♥ K Q J 10	3
½	♦ Q J 10 8 6 4 3 2 ♣ —	6
2		9

2. Holding a two-suited hand of eight or more probable tricks, and *practically sure defense* against opponents' No Trump, or against any suit bid to which they might shift, player should overbid with higher-ranking suit first and subsequently bid lower-ranking suit, if then found necessary or expedient. For example:

TWO SPADES

Q.T.		P.T.
2	♠ A Q J 8 3	4½
1½	♥ A J 10 8 5 ♦ —	3½
1	♣ K 10 6	½
4½		8½

TWO SPADES

Q.T.		P.T.
1½	♠ K Q J 10 6	4
1	♥ A 5	1
2¼	♦ A K J 7 3 ♣ 6	4½
4¾		9½

Players are cautioned against overcalling an adverse No Trump merely because the hand is a two-

suiter. While a strong two-suiter is the strongest type of hand at Bridge, a weak two-suiter is the weakest.

Holding a strong two-suiter, bid it rather than double a No Trump on right.

No Trump on Player's Left

When not in the lead, that is, when the original bid is No Trump on player's left, Second and Third Hand passing, the best defense at *Auction Bridge* is usually to bid a suit as a lead-directing measure, provided holding the $1\frac{1}{2}$ quick tricks required for a defensive bid.

Obviously at *Contract Bridge* the rigid adoption of this procedure would be playing the opponents' game. There exists no need of a playing defense since game is not involved. Therefore, if an original No Trump bid by Dealer passes around to Fourth Hand, that player should pass, unless holding better than a mere lead-directing bid.

2. To Overcall with Two No Trumps

With strength sufficient to justify a bid of two No Trumps over an adverse bid of one No Trump, player should, as a rule, double first and bid two No Trumps only on the second round of bidding, if then found necessary and expedient.

3. *To Double Negatively*

A negative double of an original No Trump on right with but the minimum quick trick requirement, *i.e.*, $2\frac{1}{2}$ quick tricks distributed among at least three suits, is a purely defensive measure. But when, in addition, the minimum of quick tricks is compensated by (a) strong intermediates and (b) exceptional distributional values, then the negative double is sound for offensive purposes. For example:

Q.T.		P.T.
$\frac{1}{2}$	♠ K 10 8 7	
1	♥ A J 9 5	
$1\frac{1}{4}$	♦ A Q 7 3	
	♣ 6	
$2\frac{3}{4}$	$2\frac{3}{4} + 2\frac{3}{4} =$	$5\frac{1}{2}$

This hand contains every requisite for a negative double, including not only greater high-card strength than necessary but also (a) two stoppers in at least three suits to justify a bid of two No Trumps in case partner bids Clubs, and (b) adequate support for any weak four-card suit bid of any other suit.

The Normal Type of Double

The normal type of double of a No Trump bid is with a hand with which, but for the previous bid, doubler himself would have bid No Trump, as for example:

(1)

Q.T.		P.T.
$\frac{1}{2}$	♠ K 10 8 7	
1	♥ A J 6	
$1\frac{1}{4}$	♦ A Q 5 ♣ 6 5 2	
$2\frac{3}{4}$	$2\frac{3}{4} + 2\frac{3}{4} =$	$5\frac{1}{2}$

(2)

Q.T.		P.T.
$\frac{1}{2}$	♠ Q J 8 5	
1	♥ K Q 7 3	
2	♦ A K 5	
$\frac{1}{2}$	♣ K 8	
4	$4 + 3 =$	7

or with which, because of a singleton or a worthless doubleton he would have made an introductory Minor bid:

(1)

Q.T.		P.T.
$\frac{1}{2}$	♠ K 10 8 7	
1	♥ A J 6 5	
$1\frac{1}{4}$	♦ A Q 5 2 ♣ 7	
$2\frac{3}{4}$	$2\frac{3}{4} + 2\frac{3}{4} =$	$5\frac{1}{2}$

(2)

Q.T.		P.T.
$\frac{1}{2}$	♠ Q J 8 5	
1	♥ K Q 7	
2	♦ A K 8 3 ♣ 7 6	
$3\frac{1}{2}$	$3\frac{1}{2} + 3 =$	$6\frac{1}{2}$

With the normal type of double, the doubler is prepared to support a bid by partner in any one of at least three suits, and, if partner bids doubler's weak suit, to take out with a sound bid of two No Trumps.

The Strategic Double

The strategic type of double is one with which, but for previous bid, doubler would have bid a suit. For example:

(1)

Q.T.		P.T.
$\frac{1}{2}$	♠ K J 8 3	1
2	♥ A Q J 4 2	$4\frac{1}{2}$
1	♦ A 10 6	1
	♣ 5	
$3\frac{1}{2}$		$6\frac{1}{2}$

(2)

Q.T.		P.T.
	♠ 3 2	
$\frac{1}{2}$	♥ K 10 9 5	$\frac{1}{2}$
$2\frac{1}{2}$	♦ A K Q 6 2	5
1	♣ A 8	1
4		$6\frac{1}{2}$

With the strategic type of double, doubler is prepared to support a possible weak four-card suit bid by partner in one or either of the Major suits, or to take out (with a sound Major or Minor bid of his own) any bid partner might make other than one desired,

Chapter XIV

DOUBLES

NEGATIVE AND POSITIVE

The negative double is just as effective a weapon of offense and defense in Contract as in Auction Bridge. Its correct use in either game involves: first, sufficient high-card strength; second, proper distribution of cards; and third, a situation in which a negative double is preferable to any other procedure.

The use of positive doubles is, of course, identical in both Auction and Contract, and their correct employment must of necessity depend upon the precise situation presented. Good judgment is at all times the prime requisite for sound doubling.

To the best of the writer's knowledge and belief, the rule of the negative or informatory double, and the principles governing its correct use, were originated by him, as well as the rules governing the correct responses thereto. In formulating the entire system, however, the writer desires to accord credit for the able coöperation of Mr. Ralph J. Leibenderfer and Mr. Sidney S. Lenz, his team-mates for many

years on the famous Championship Knickerbocker Whist Club team.

The rule that follows and its application is the result of the analysis of literally tens of thousands of deals played in duplicate competitions. It stands to-day, as it has since its inception, as the most effective rule, despite the variations that may be practiced in different circles and despite any and all contentions that may be advanced to the contrary.

The Rules of the Doubles

THE NEGATIVE (OR INFORMATORY) DOUBLE. Any double of an adverse suit bid of ONE or TWO, or of an adverse No Trump bid of ONE, provided made at FIRST OPPORTUNITY to make a double, and BEFORE partner has bid or doubled, is a NEGATIVE DOUBLE, meant to deny the bid doubled and to invite a bid by partner.

ALSO

- (a) If, *having doubled negatively at first opportunity, and failing a response by partner because of an intervening bid, player again doubles: such subsequent double (or doubles) is still NEGATIVE, provided the bid subsequently doubled is of not more than three of a suit, nor of more than one No Trump.*
- (b) If, *having bid originally, player doubles an adverse overcall at first opportunity, such*

double is **NEGATIVE** provided the bid doubled is of not more than three of a suit nor of more than one No Trump, and partner of doubler has not bid or doubled.

THE OPTIONAL DOUBLE. *If player doubles at first opportunity an adverse suit bid of three; or, having doubled negatively a suit bid of less than three, he subsequently doubles a suit bid of four:* such immediate double of three or subsequent double of four is **OPTIONAL**, in the sense that, doubler, while reasonably certain of defeating the bid doubled, would prefer a possible game-going take-out by partner to a leave-in of double.

THE POSITIVE DOUBLE. Any *immediate* double of a suit bid of four or more, or subsequent double of a suit bid of five or more; or any double of a No Trump bid of two or more whether immediate or subsequent; or any double **NOT** made at first opportunity, or made **AFTER** partner has bid or doubled, is a **POSITIVE DOUBLE** meant to defeat the bid doubled and **NOT** to invite a bid by partner.

In preceding chapters, the use of doubles has been discussed and illustrated in connection with specific situations. The following résumé will, however, clarify and amplify the complete rule given above and its application.

The meaning of each double, whether negative, optional, or positive is given in parenthesis in the tabulation.

SITUATION ONE

<i>Dealer</i>	<i>1 No Trump</i>		
2nd Hand	Double (Neg.)		
3rd Hand			
4th Hand			

SITUATION TWO

<i>Dealer</i>	<i>1 Heart</i>		
2nd Hand	Pass		
3rd Hand	<i>2 Hearts</i>		
4th Hand	Double (Neg.)		

Second Hand's double in Situation 1 and Fourth Hand's double in Situation 2 are negative because made at first opportunity and before partner has bid or doubled.

SITUATION THREE

<i>Dealer</i>	<i>1 No Trump</i>		
2nd Hand	<i>2 Hearts</i>		
3rd Hand	Double (Pos.)		
4th Hand			

SITUATION FOUR

<i>Dealer</i>	<i>1 Heart</i>		
2nd Hand	Double (Neg.)		
3rd Hand	2 Hearts		
4th Hand	Double (Pos.)		

Third Hand's double in Situation 3 is frequently employed injudiciously as negative. However, this situation as well as Fourth Hand's double in Situation 4 are positive because made after partner has bid or doubled.

SITUATION FIVE

<i>Dealer</i>	<i>3 Hearts</i>		
2nd Hand	Double (Opt.)		
3rd Hand			
4th Hand			

SITUATION SIX

<i>Dealer</i>	<i>4 Hearts</i>		
2nd Hand	Double (Pos.)		
3rd Hand			
4th Hand			

Second Hand's double in Situation 5 is optional because of a pre-emptive suit bid of three; and positive in Situation 6 because of a pre-emptive suit bid of more than three.

SITUATION SEVEN

<i>Dealer</i>	<i>1 Diamond</i>	<i>Pass</i>	<i>Pass</i>
2nd Hand	Double (Neg.)	Double (Neg.)	Double (Opt.)
3rd Hand	3 Diamonds	4 Diamonds	
4th Hand	Pass	Pass	

Second Hand's double of an adverse suit bid of three is here negative, because of his having previously doubled negatively a suit bid of less than three; and for the same reason, his double of a suit bid of four is optional rather than positive.

SITUATION EIGHT

<i>Dealer</i>	<i>1 No Trump</i>	<i>Double (Neg.)</i>	
2nd Hand	Pass		
3rd Hand	Pass		
4th Hand	2 Clubs		

SITUATION NINE

<i>Dealer</i>	<i>1 Spade</i>	<i>Double (Neg.)</i>	
2nd Hand	Pass		
3rd Hand	Pass		
4th Hand	1 No Trump		

In many circles, Dealer's double in Situation 8 is employed as a positive double, the same players, however, retaining Dealer's double in Situation 9 as a negative double. The *rule*, however, is that the double is negative in both situations, because made at first opportunity to double an adverse suit overcall of not more than three of a suit, or of not more than one No Trump.

SITUATION TEN

<i>Dealer</i>	<i>1 No Trump</i>	<i>2 Hearts</i>	<i>Double (Pos.)</i>
2nd Hand	Pass	3 Clubs	
3rd Hand	Pass	Pass	
4th Hand	2 Clubs	Pass	

Dealer's double in above situation is positive, because NOT made at first opportunity to double.

SITUATION ELEVEN

<i>Dealer</i>	<i>1 Club</i>		
2nd Hand	Pass		
3rd Hand	1 Heart		
4th Hand	Double (Neg.)		

In Situation 11, Fourth Hand's double of two adverse suit bids is clearly negative because conforming to the rule governing the meaning of doubles.

SITUATION TWELVE

<i>Dealer</i>	<i>1 Spade</i>	<i>Pass</i>	
2nd Hand	Pass	Double (Neg.)	
3rd Hand	2 Hearts		
4th Hand	Pass		

In Situation 12, Second Hand's double *should usually be read as negative*, although not conforming to the rule stating that a double, to be read as negative, *must be made at first opportunity to make a double*. Usually Second Hand's double in this position betrays that, while willing to have the Spade bid stand, he was not satisfied with the Heart bid.

SITUATION THIRTEEN

<i>Dealer</i>	<i>1 No Trump</i>		
2nd Hand	Double (Neg.)		
3rd Hand	Pass		
4th Hand	Pass (Pos. Pass)		

SITUATION FOURTEEN

<i>Dealer</i>	<i>1 No Trump</i>	<i>2 Hearts</i>	
2nd Hand	Double (Neg.)	Double (Pos.)	
3rd Hand	Pass		
4th Hand	Pass (Pos. Pass)		

Fourth Hand's pass in Situation 13 is termed a Positive (or Business) Pass and shows high cards sufficient to warrant the expectation of defeating the bid doubled. Second Hand's second double in Situation 14 is positive because made *after* a Positive Pass by partner.

SITUATION FIFTEEN

<i>Dealer</i>	<i>1 No Trump</i>		
2nd Hand	Double (Neg.)		
3rd Hand	Redouble (Pos.)		
4th Hand			

SITUATION SIXTEEN

<i>Dealer</i>	<i>1 No Trump</i>	<i>Redouble (Pos.)</i>	
2nd Hand	Pass		
3rd Hand	Pass		
4th Hand	Double (Neg.)		

Third Hand's redouble in Situation 15 and Dealer's redouble in Situation 16 are *positive* in the sense that they indicate strength and the desire to have partner double *positively*, if able, any bid by partner of doubler.

SITUATION SEVENTEEN

<i>Dealer</i>	<i>1 No Trump</i>	<i>Redouble (Neg.)</i>	
2nd Hand	Double (Neg.)		
3rd Hand	Pass		
4th Hand	Pass (Pos.)		

Dealer's redouble in above situation is clearly negative; a demand upon partner to take out with long suit. With any reasonable certainty of making one No Trump, Dealer would have passed and not have reopened the bidding with a redouble.

Chapter XV

APPROXIMATE PENALTY POINT EQUIVALENTS OF GOING GAME AND OF SAVING GAME

The penalty point equivalents of going game and of saving game in Contract are difficult to fix chiefly because of the vulnerable feature.

Practically, therefore, the question of penalty equivalents in Contract becomes one of whether or not the penalty obtainable, or the penalty risked is "worth while." By this is meant that while a side may accept a worth-while penalty in lieu of a sure game, even though the penalty obtainable be less than the mathematical equivalent of such game, or may risk a worth-while penalty to prevent a sure adverse game, *it should definitely refuse to accept, or to risk, any penalty distinctly not worth while.* It is on this latter basis that the following table of approximate penalty equivalents is compiled.

TABLE OF PENALTY POINT EQUIVALENTS

The fact that game in question may be a slam game affects, to the added amount involved, the size of the approximate penalty equivalents here given of going game and of saving game.

When Neither Side has Scored a Game

*Penalty
Points*

Either Side: <i>If sure of winning the first game,</i> refuse as a rule to accept a penalty in lieu of such game of <i>less than</i>	400
<i>If sure of losing the first game,</i> refuse as a rule to risk a penalty to save such game of <i>more than</i>	400

Four Hundred represents the doubled value of three undertricks, *when not vulnerable*.

When One Side has Scored a Game

Side with Game: <i>If sure of winning the rubber game,</i> refuse as a rule to accept a penalty in lieu of such game of less than.....	600
--	-----

Six Hundred represents the doubled value of four undertricks *when not vulnerable*.

<i>If sure of losing a game,</i> refuse as a rule to risk a penalty to save such game of more than	200
--	-----

Two Hundred represents the doubled value of one undertrick *when vulnerable*. Two doubled undertricks, *when vulnerable*, would cost 600 points, distinctly not worth while.

Side with No Game: *If sure of winning a game*, refuse as a rule to accept a penalty in lieu of such game of less than 600

Six Hundred represents the doubled value of two undertricks *when vulnerable*.

If sure of losing the rubber game, refuse as a rule to risk a penalty to save such game of *more than* 400

Four Hundred represents the doubled value of three undertricks *when not vulnerable*.

When Both Sides have Scored a Game

Either Side: *If sure of winning the rubber game*, refuse as a rule to accept a penalty in lieu of such game of less than 600

Six Hundred represents the doubled value of two undertricks *when vulnerable*. Three doubled undertricks, *when vulnerable*, would cost 1000 points.

When Neither Side Can Score a Game

Either Side: Refuse as a rule to risk a penalty to prevent the other side from scoring points less than game of *more than* 200

Two Hundred points represents the doubled value of two undertricks *when not vulnerable*, and of one undertrick *when vulnerable*.

The fact that a player holds 100 honors in hand does not warrant the risk of losing the doubled value of three undertricks (400) points, *when not vulnerable*, nor the doubled value of two undertricks (600) *when vulnerable*, to prevent the other side from scoring points less than a game.

Chapter XVI

GOULASHES

In the beginning of Contract Bridge, played with what is termed the new count, there were no generally accepted standards. This was true, not only in respect to bidding standards, but also in respect to a standard count. This latter, however, has been remedied by the Code of Laws of Contract Bridge formulated by The Whist Club, the final draft of which was the joint work of special committees of the leading card clubs of New York.

As a member of one of these committees I concurred with the proposed code, and also with the addition thereto of an optional law regulating Goulashes—not because I, nor any of the other members of the several committees, regarded Goulashes as an integral part of the game of Contract, but because of the widespread popularity of Goulashes as an added feature.

Curiously enough, however, there are still many players unaware of the existence of any legal regulation for Goulashes. And of those who may be aware of its existence, only a comparatively few are familiar with its precise conditions. Also, to

further complicate the situation, certain of the leading clubs, and certain social circles wherein Contract Bridge is almost exclusively played, have adopted house rules, or practices, in respect to Goulashes, in variance with those prescribed by the Law.

Because of this lack of knowledge, or of a clear understanding of the Law covering Goulashes, I give herewith the precise wording of the Law and, in addition, such explanatory notes as seem necessary to clarify the intention of its several provisions. To avoid any possible confusion, the exact text of the Law is given in italics and the explanatory notes in regular type.

GOULASHES

(Optional)

- (a) *When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards are redealt by the same dealer.*

The first thing to be noted in reference to the foregoing is, that the only *legal* occasion for a Goulash is when all four players pass.

Second, that, whether or not a Goulash shall be played, is optional. To be played, therefore, all four players must agree. If one or more object, the others have no *legal* right to insist.

Third, that, if all four players agree, such agree-

ment, according to the precise wording of the Law, is to play "*a Goulash*." Therefore, if it be the intent of such agreement to bind all parties thereto to play Goulashes continuously throughout the session—whenever their legal occasion arises—the agreement should be specifically so worded.

- (b) *Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each according to value (Law 3).*

It should be noted that, while the Law requires each player to sort his cards into suits, and to arrange the cards of each suit in order of their rank. . . . Ace (first), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest) as provided in Law 3 . . . it does NOT require a player to arrange the suits themselves in any particular order.

Therefore, should any player take it upon himself to request the other players to arrange their suits in any particular order, such as in order of their rank—Spades, Hearts, Diamonds and Clubs—no legal obligation is imposed upon the other players to comply with such request.

- (c) *The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the right of the dealer, places his cards face down on those of the preceding player.*

This means that the order in which the four hands shall be superimposed one upon the other is the re-

verse of the order in which they were dealt. Here the Dealer's cards come first, on top of which are placed, in the order named, those held by Fourth Hand, Third Hand, and last of all, Second Hand.

- (d) *The cards are then cut by the player at Dealer's right, no shuffling of any kind permitted, and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the Dealer; again five at a time to each player; and, finally three at a time to each player.*

The foregoing is so clear as to require no explanatory note, save to state, that, *otherwise dealt*, a new deal may be demanded if properly called, in which case the Goulash is abandoned and the next player deals in the regular way with the still pack.

- (e) *Should all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same player.*

It will be noted that the law places no limit to the times it may become necessary to redeal a Goulash hand by reason of its being passed out.

This is important, in view of the ignorance in many quarters as to whether a Goulash that is passed out may be redealt; and if so, whether there is any limit to the times it may be redealt, assuming it to be passed out more than once. Certain of the leading clubs, notably the Cavendish Club of New York,

where Contract is almost exclusively played, limit the times in which a Goulash may be redealt. The Cavendish limit is two redeals. If the third deal is passed out, the deal passes to the next dealer, who deals in the regular way with the still pack. This, however, is strictly a House Rule.

(f) If a misdeal is properly called, the Goulash is abandoned and the next dealer deals in the regular way with the still pack.

The noteworthy feature of this clause is that it differs radically from Laws 15 and 16 covering misdeals of regular deals. Laws 15 and 16 provide that when a misdeal occurs in dealing regularly, there must be a new deal *by the same dealer* with the same pack.

Another feature of note is the use in this clause of the term "misdeal," a term employed nowhere else in the Code. Also, the use therein of the phrase "properly called."

While the Laws do not use the term "misdeal" elsewhere than in the Goulash clause, they do provide for compulsory new deals in certain situations, and for optional new deals in others. Apparently it is the intent of the Law to require abandonment of the Goulash in case a new deal becomes compulsory; but not to require its abandonment in case of optional new deals unless a new deal be demanded under the terms of the optional provisions.

Practically the only misdeals that can occur in dealing Goulashes become so automatically. They

are, for the most part, the compulsory new deals listed in Law 15.

- (a) *If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.*
- (b) *If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.*
- (c) *If, before play begins, it be discovered that more than thirteen cards were dealt to any player.*
- (d) *If, during the hand, one player hold more than the proper number of cards and another less.*

Optional misdeals, those that become so *only* when properly called are as follows: (Law 16)

- (a) *If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.*
- (b) *If the pack be imperfect.*

Possible misdeals of this order, with the exception of "if the dealer omit the cut," have little or no chance of arising in the dealing of Goulashes. Therefore, the phrase "if properly called"—meaning, if called before the deal is completed and by a player who has not looked at his cards during the deal—has little or no application to what may necessitate the abandonment of a Goulash and a new deal by the next dealer.

The Goulash is the most debatable feature of the game of Contract Bridge. In fact, but for the in-

sistence of Mr. Harold S. Vanderbilt, the father of the present count, it would have received no legal recognition. After considerable discussion in which Mr. Vanderbilt urged the need of some legal regulation, a compromise was effected by making the Goulash optional, and placing the Law covering Goulashes last in the Code, without a serial number.

Many players are loud in their praise of Goulashes, while many more are just as loud, or louder, in their denunciation. Whether the Goulash will stand the test of time is a hard question to answer. Its relation to Contract Bridge is the same as the relation to Poker of "Deuces wild" or "spit in the ocean," or some such other lamentable injection into the game. Not that I, personally, don't like Goulashes, because I do. While it may be an evidence of bad taste, I have lots of good company.

Just a word more. While the exact wording of the Law makes the playing of a, or *each*, Goulash optional, I most certainly believe that, once embarked upon, Goulashes should be played throughout the session. To raise the question of whether or not a Goulash shall be played each time the occasion for one arises, would be in my opinion most disrupting. Also, I think that Goulash deals should be cut more than once.

The Bidding and Play of Goulashes

The bidding and play of Goulash deals are necessarily problems that must take into account the strong probability of highly abnormal suit distribu-

tions around the table. While fairly normal deals occasionally occur, they are the exceptions to the rule.

The fact, however, that Goulash deals result usually in highly abnormal hands, doesn't necessarily mean that at least one of the four hands, and possibly two, may not be of a normal type and therefore does not mean that such hands may not be bid according to the standards heretofore laid down, despite the fact that they form part of a Goulash deal.

Normal Types of Hands

Informatory bids with the normal type of hand are quite as desirable in Goulash deals as in regular deals. The almost certainty, however, that there will be highly irregular suit distributions outstanding against the hand, logically suggests the advisability of heightened requirements not only for the Original Hand but for the Assisting Hand, as a safeguard against the ever-present danger of the outstanding cards of the suit bid being massed in the hand of one of the opponents instead of distributed between the two. Consequently, the high-card requirement for an original bid in Goulash deals should be heightened at least $\frac{1}{2}$ Quick Trick and the normal expectancy of partner's suit in the Assisting Hand be increased to at least four cards, lacking which the Assisting Hand should not accord an immediate assist.

Semi-abnormal Types

As for hands of the semi-abnormal type, that is, hands that are neither normal nor highly abnormal, it should be obvious that pre-emptive bids with suits of but six or seven cards, no matter what their top strength, while fairly safe in regular deals, are most unsafe in Goulash deals, and therefore should be handled in Goulash deals with about the same caution that much shorter suits are handled in regular deals.

Abnormal Types

Last but not least are the highly abnormal hands that contain suits of extraordinary length, which, if headed by their commanding honors, are of sufficient length and top strength to warrant disregarding the possibility of the outstanding cards of suit being massed in one hand against it.

It is with this particular type of hand that, granted the opportunity, a high pre-emptive bid has the same objective in Goulash deals as would lower pre-emptive bids in regular deals with suits of lesser length; to wit, that of shutting out possible suit indications by opponents who, given a relatively cheap opportunity to disclose their mutual holdings, might uncover sufficient combined values for a game, or even a slam contract. Another point is that while a high pre-emptive bid may at times prove unsuccessful in shutting out adverse bidding, there is always the chance that partner may be able to double the adverse high contract to great advantage.

THE LAWS OF CONTRACT BRIDGE

(ADOPTED SEPTEMBER, 1927)

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THE LAWS OF CONTRACT BRIDGE

In Auction Bridge the bidding is called the auction; in Contract Bridge, the contracting. This necessitates slight changes of wording throughout the laws. Besides this change in nomenclature, the following paragraphs of the Contract laws differ from the similar paragraphs of the Auction laws. In other respects the laws of the two games are identical.

DOUBLES AND REDOUBLES

25. During the contracting and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. Doubles and redoubles increase the values of made contracts (Law 36-*b*), extra tricks and undertricks (Law 52-*b*). Doubling or redoubling does not change bidding values (Law 19), the values of honors or slams, nor that part of a revoke penalty which is scored in points. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

ILLEGAL DECLARATIONS

26. (e) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add two hundred points to the honor score of his side.

(f) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add one hundred points to its honor score.

THE MADE CONTRACT

36. (a) The Made Contract represents the number of tricks won by Declarer after he has won six tricks, up to and including the number of tricks named in his contract.

The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fails to win the contract, his side scores nothing for tricks; but if he makes his contract, his side scores in their contract score, the value, normal, doubled or redoubled, of the Made Contract. For the Made Contract trick values see Law 52-a. The value normal, doubled or redoubled of their Made Contract is the only score either side can score in its contract score. All other points, including extra tricks made, are scored in the honor score.

(b) Doubling doubles the normal value of the tricks of the Made Contract; redoubling multiplies by four the normal value of said tricks.

EXTRA TRICKS

37. (a) Extra tricks are tricks won by Declarer in excess of his Made Contract.

(b) Extra tricks are scored in the honor score (Law 52-b).

UNDERTRICKS

38. (a) The book of the adversaries is seven minus the number of tricks named in Declarer's contract. When the adversaries win a trick or tricks in addition to their book, such tricks are undertricks.

(b) The adversaries score in their honor score for all undertricks (Law 52-b).

REVOKE PENALTY

43. (a) Two tricks for the first revoke by any player.

(b) One hundred points penalty scored in adversaries' honor score for each subsequent revoke.

Penalty tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full penalty values. If they make the total twelve or thirteen tricks for Declarer, they carry the proper slam premium if bid. If the contract be doubled

or redoubled, they count at the doubled or redoubled value in the contract score of the Declarer and carry their full premium or penalty values in the honor score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, the adversaries take all the tricks they have and 100 additional points in their honor score for each revoke which would otherwise remain in whole or in part unpenalized.

GAME

47. A game is won when one side makes a contract score of 100 or more points. A game may be completed in one hand or more; each hand is played out and the full value of a made contract is counted, whether or not needed to make game. No contract points are carried over from one game to the next; each side starts a new game with a contract score of zero.

VULNERABLE

48. After a side wins one game it becomes "Vulnerable." Until a side wins a game it is "Not Vulnerable."

RUBBER

49. (a) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side having the net points (Law 52-c) wins the rubber.

(b) When a rubber is started with the agreement that the play shall terminate (*i.e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, two hundred points being added to the honor score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

HONORS

50. (a) In a No-Trump Contract, the honors are the four aces; in a suit contract, the honors are the Ace, King, Queen, Jack and Ten of that suit.

(b) Honors are scored in the honor score of the side to which they are dealt; their value is not changed by doubling or redoubling. Honor premiums are additional to all other premiums (Law 52-b).

SLAMS

51. (a) A Grand Slam is the winning of thirteen tricks by the Declarer. A Small Slam is the winning of twelve tricks by the Declarer. (See also Law 43-b).

(b) Slam premiums are additional to all other premiums; and to score the premium, the slam must be contracted for. Their value is not changed by doubling or redoubling (Law 52-b).

SCORING

52. (a) *Contract Score*: Each side has a contract score in which are recorded only points for Made Contracts. (Law 36.) Each Made Contract counts per trick:

With No Trump.....	35 points
With Spades Trumps.....	30 points
With Hearts Trumps.....	30 points
With Diamonds Trumps.....	20 points
With Clubs Trumps.....	20 points
Doubling and Redoubling, Law 36-b.	
Rank of Bids, Law 19.	

(b) *Honor Score*: Each side has an honor score in which all premiums and all penalties are scored as follows:

PREMIUMS

<i>Honors:</i>	<i>Points</i>
4 Trump Honors in one hand.....	100
5 Trump Honors in one hand.....	150
4 Aces in one hand in No Trumps.....	150
All Other.....	None

For Winning Final Game of Rubber:

If a two-game rubber.....	700
If a three-game rubber.....	500

Making Contract:

If Undoubled.....	None
If Doubled (When Declarer is Not Vulnerable)....	50
(When Declarer is Vulnerable),.....	100

Extra Tricks:

If Undoubled (When Declarer is Vulnerable or Not Vulnerable), per trick.....	50
If doubled (When Declarer is Not Vulnerable), per trick.....	100
(When Declarer is Vulnerable), per trick	200

Slams Bid and Made (Law 51):

Little Slam (When Declarer is Not Vulnerable)..	500
(When Declarer is Vulnerable).....	750
Grand Slam (When Declarer is Not Vulnerable)..	1000
(When Declarer is Vulnerable).....	1500

Unbid Slams Made.....No Slam premiums

PENALTIES

Undertricks (Scored in Adversaries' honor score):

If Undoubled (When Declarer is Not Vulnerable) per trick.....	50
If Undoubled (When Declarer is Vulnerable), for first trick.....	100
for subsequent tricks.....	200
If Doubled (When Declarer is Not Vulnerable), first two tricks, per trick.....	100
for third and fourth tricks, per trick	200
for subsequent tricks, per trick..	400
If Doubled (When Declarer is Vulnerable), for the first trick.....	200
for subsequent tricks, per trick..	400

Redoubling doubles the doubled premiums and penalties.
Neither doubling nor redoubling changes the premiums

for games, slams and honors; nor the penalty in the honor score for the revoke.

(c) At the end of the rubber, the total points of a side are obtained by adding together its contract score and its honor score. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

GOULASHES (OPTIONAL)

When all four players pass, no bid having been made, and the players desire to play a Goulash, the cards shall be redealt by the same dealer. Before surrendering his hand, each player shall sort his cards into suits, arranging the cards in each suit according to value (Law 3). The dealer then places his cards face down on the table, and each player in turn, beginning with the player on the right of the dealer, places his cards face down on top of those of the preceding player. The cards are then cut by the player at dealer's right (no shuffling of any kind permitted) and are dealt as follows: Five at a time to each player in turn, beginning with the player on the left of the dealer, again five at a time to each player, and finally three at a time to each player.

When all four players pass, no bid having been made, the same procedure is followed as before, the cards being dealt by the same dealer.

If a misdeal is properly called the Goulash is abandoned and the next dealer deals in the regular way with the still pack.

**LAWS OF
DUPLICATE CONTRACT BRIDGE
ADOPTED BY
THE KNICKERBOCKER WHIST CLUB,
NEW YORK**

(OCTOBER, 1928)

The Laws of Contract Bridge adopted by The Whist Club, New York, September 16, 1927, and the Laws of Duplicate Auction Bridge adopted by the Knickerbocker Whist Club, New York, April 1926, shall govern in Duplicate Contract Bridge, except as modified by the special laws herein provided.

VULNERABLE FEATURE

1. The committee in charge shall elect whether or not to play all of the boards as Not Vulnerable or certain of the boards as Vulnerable for either side or for both sides.

2. Should it be elected that certain of the boards shall be played as Vulnerable for either side or for both sides, then each board shall be plainly marked to indicate the conditions under which it shall be played.

3. The committees in charge of the Knickerbocker Whist Club, the Cavendish Club and the Berkeley Club Duplicate Contract Games prescribe the conditions under which the boards shall be played as follows:

- (a) Boards 1, 5, 9, 13, 17, 21, 25, 29:
N-S Not Vulnerable; E-W Not Vulnerable
- (b) Boards, 2, 6, 10, 14, 18, 22, 26, 30:
N-S Vulnerable; E-W Not Vulnerable
- (c) Boards 3, 7, 11, 15, 19, 23, 27, 31:
N-S Not Vulnerable; E-W Vulnerable
- (d) Boards 4, 8, 12, 16, 20, 24, 28, 32:
N-S Vulnerable; E-W Vulnerable

GAME PREMIUMS

4. The premium for a game made by a Not Vulnerable side shall be 300 points, and for a Vulnerable side 500 points.

PENALTY LIMITATIONS

5. There shall be no limitation as to the amounts that may be scored for defeating a Slam contract.

6. The limit that may be scored for defeating lesser than Slam contracts shall be: For defeating a contract of a Not Vulnerable side, 600 points (plus honors); for defeating a contract of a Vulnerable side, 1000 points (plus honors).

PENALTY EXCESS

7. Penalties in excess of the above stated limitations shall be scored in the Penalty Excess column. The side penalized, however, shall score its total loss.

THE REVOKE PENALTY

8. The revoke penalty shall be 100 points for each revoke. Also, the revoking side, if it gain by a revoke, shall be required by the committee in charge to surrender to the non-revoking side any trick or tricks gained as the result of the revoke.

GOULASHES (OPTIONAL)

9. Hands that are passed out at the original table at which they were dealt may be re-dealt in conformity with the law governing Goulashes. Should, however, the Goulash hand be passed out, the hand shall not be again re-dealt but shall be replaced in the board as dealt and the board plainly marked "Dealt as a Goulash" without any indication as to whether or not passed out.



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